GamePro's Secret Weapons And Tactics Guide

S.W.A.T.™

An IDG Communications Publication
Display Until December 31, 1990

TIPS·TACTICS HOT PASSWORDS

Nintendo ▪ Genesis
TurboGrafx-16
Sega ▪ Game Boy

Tons of Killer
Secret Codes
Passwords
Tricks &
Winning
Strategies!

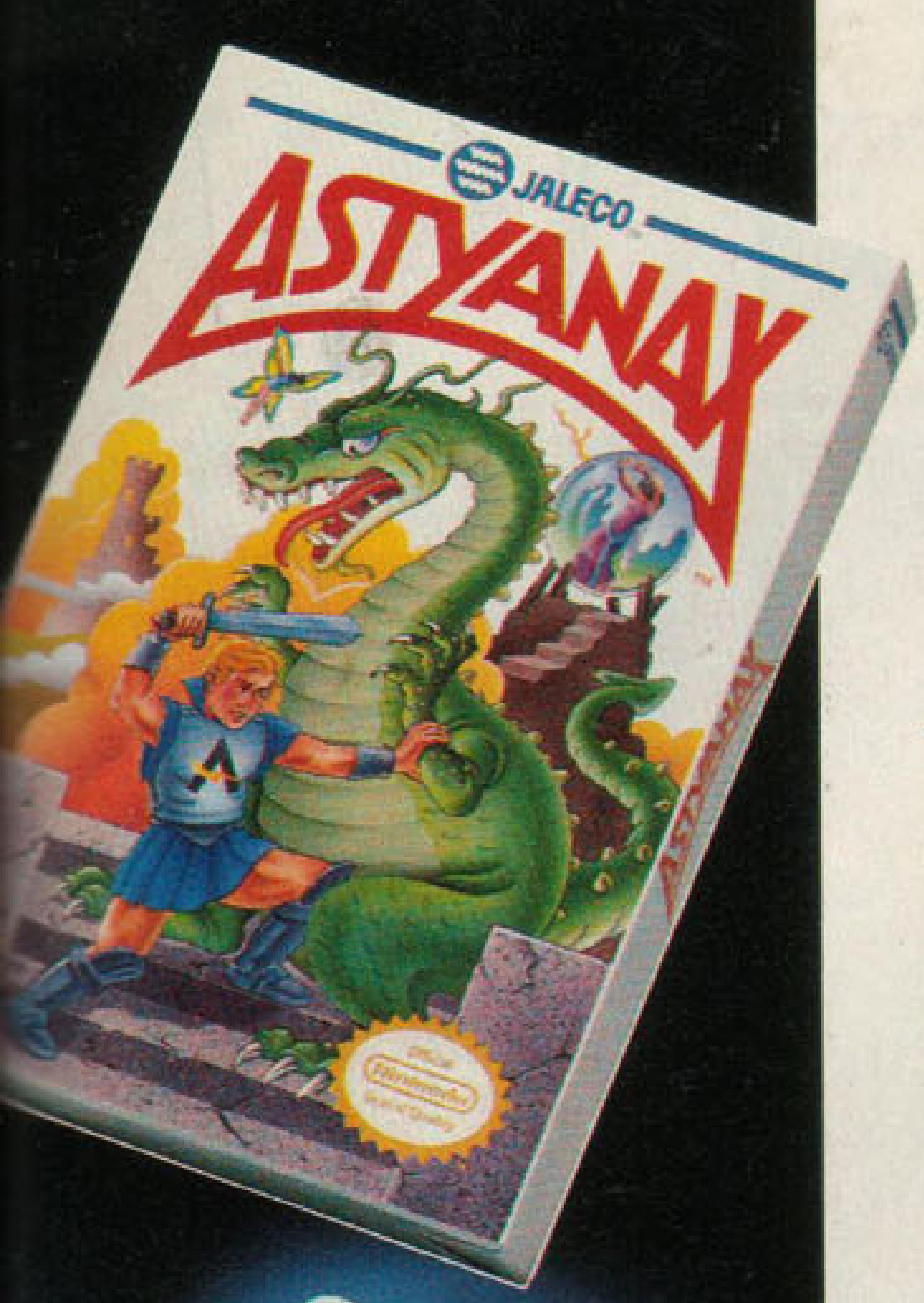
Get On Top of All The Game Action!

Let GamePro's Greatest Tips Help You Blast Past the Competition!

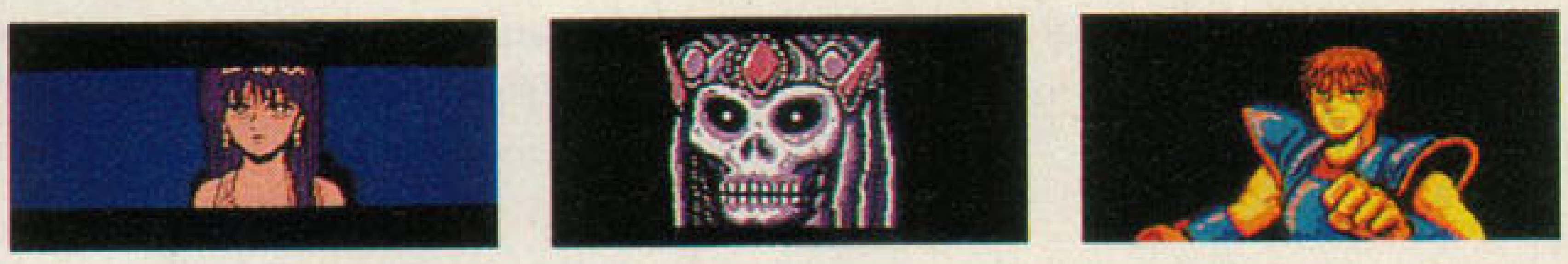
Fall 1990
$4.95 Canada $5.95

The legend lives on.
A SIGN!....
LET'S GO.....
ASTYANAX
PAY ATTENTION

Jaleco™ and Astyanax™ are trademarks of Jaleco USA Inc. Nintendo,® and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc. © 1990 Jaleco USA Inc.

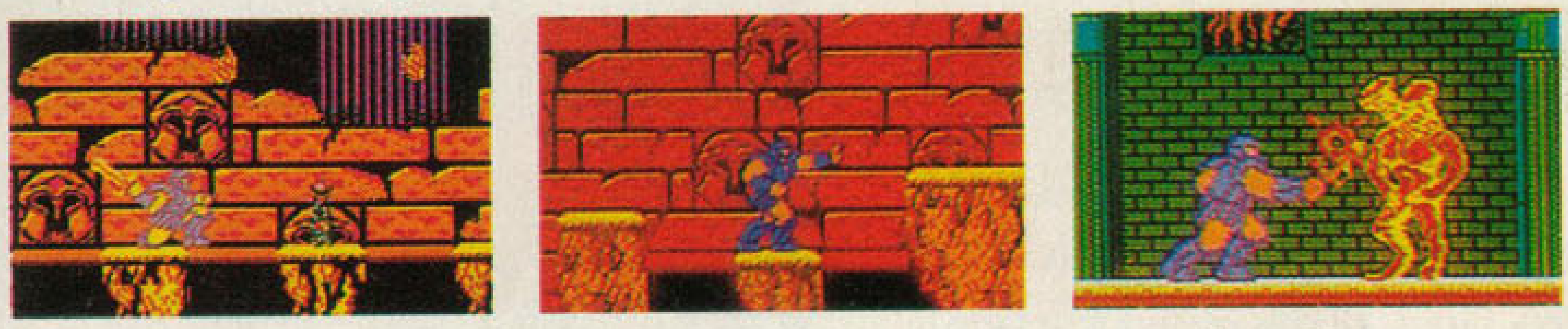


The name is **Astyanax**™—ȧ-STĪ′-ȧ-năx—and the game is unrelenting, mind-boggling action. Trapped in the nightmare world of Remlia, his only path back to reality is blocked by a hostile army of incredibly large and hostile monsters. His only hope: rescue Princess Rosebud from the clutches of the evil wizard Blackhorn.



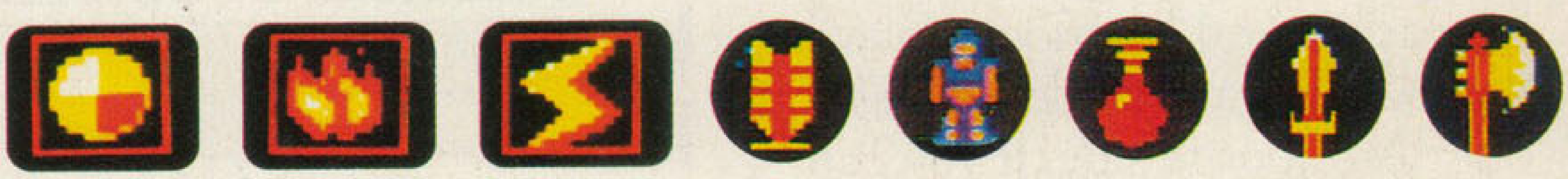
A story in 12 stages of countless characters.

How do you kill the Living Dead? Put out the fire of the Flaming Polyp Plants? Chop off the heads of evil Caesar's mutant bodyguard? That's just a sampling of what **Astyanax** faces, and that's just Stage 1!

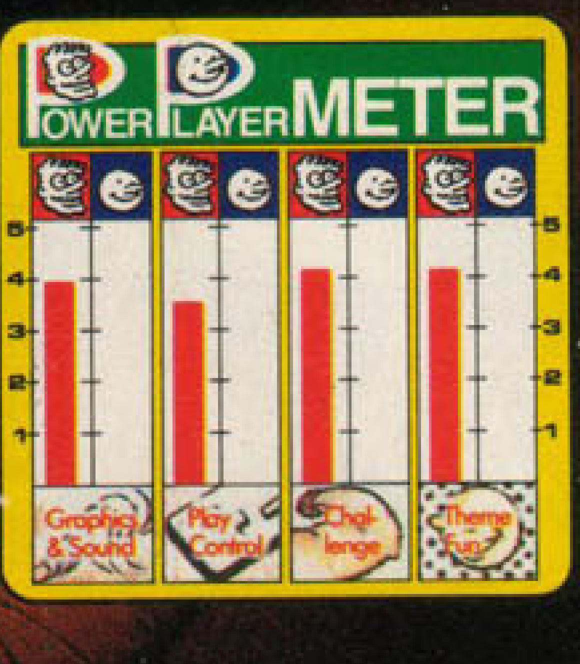


3 magic spells, fueled by 5 mystical power sources.

At your command are: Bind, to freeze your enemies in their tracks; Blast, a furious fireball which few can survive; Bolt, an awesome charge of deadly destruction. Choose your weapons carefully—axe, spear or sword. Wield them mightily to smash the Gold Statues and collect their power items: Power Supply increases your striking power; Potion restores lost life; 1-Up gives you an extra life; Wing enables you to swing your weapon faster; Cutie changes weapons or increases spell power.



Astyanax is filled with large, realistic creatures that rival the most detailed 16-bit characters on the screen today. There are 12 exciting stages of play and vertical and horizontal scrolling levels that constantly expand the kingdom of Remlia—features that place **Astyanax** high on the Nintendo Power Player Meter.®



If you'd go to the ends of the Earth in your search for the perfect video game for your NES,® you're certain to find a home in Remlia. With **Astyanax**.

JALECO™

Live Action That Never Ends.

Official Nintendo Seal of Quality

BE CAREFUL.
WE ARE IN THE MAZE

IF YOU FIGURE THIS
READY FOR

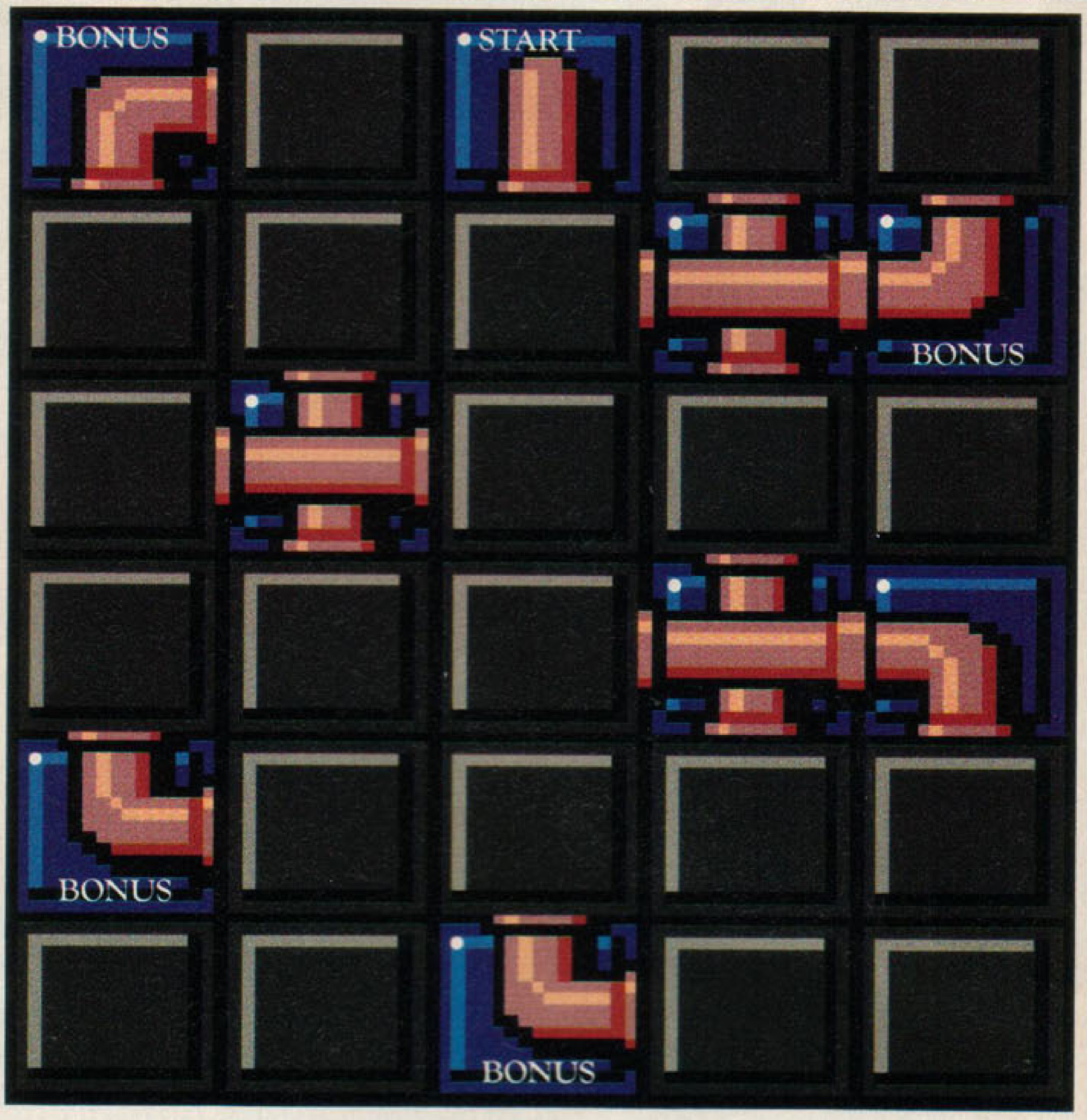
Pipe Dream. If you're a Game Boy™ or NES® player, you're looking at the next big thing. Because it all comes down to you vs. a whole warehouse full of plumbing parts. And the forces of chaos. But you've got four powerful weapons. Your right hand. Your left hand. Your right brain. And your left brain.

In the real game, this slimy green stuff called flooz starts flowing through the pipes. To stay ahead of it, you have to build the most radical pipeline you can dream up. And that's exactly what you have to do with this puzzle.

Start where it says START, and put each of the nine pipes in an empty square. Make sure every little white dot stays in the top left corner, or your entry won't count. Some pieces have two straight pipes crossing each other. The flooz always flows straight across these pipes and out the opposite side. If you can make your pipeline loop around so the flooz crosses through one of these pieces twice, you'll score bonus points.

(Hint: To get the highest score, you don't have to connect all nine pieces to every pipe on the grid.)

So if this sounds like



PIPE DREAM CONTEST ENTRY FORM

Name________________________ Age________
Address________________________________
City______________ State______ Zip________
Phone______________ My score is____________

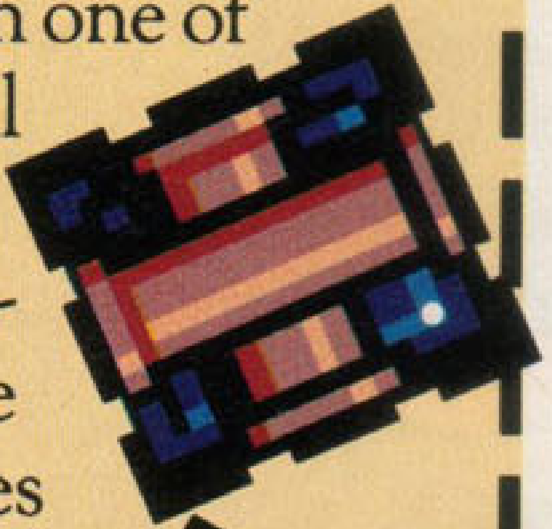
$1000 BONUS PRIZE! Answer question 1 or 2 to qualify. (Optional)

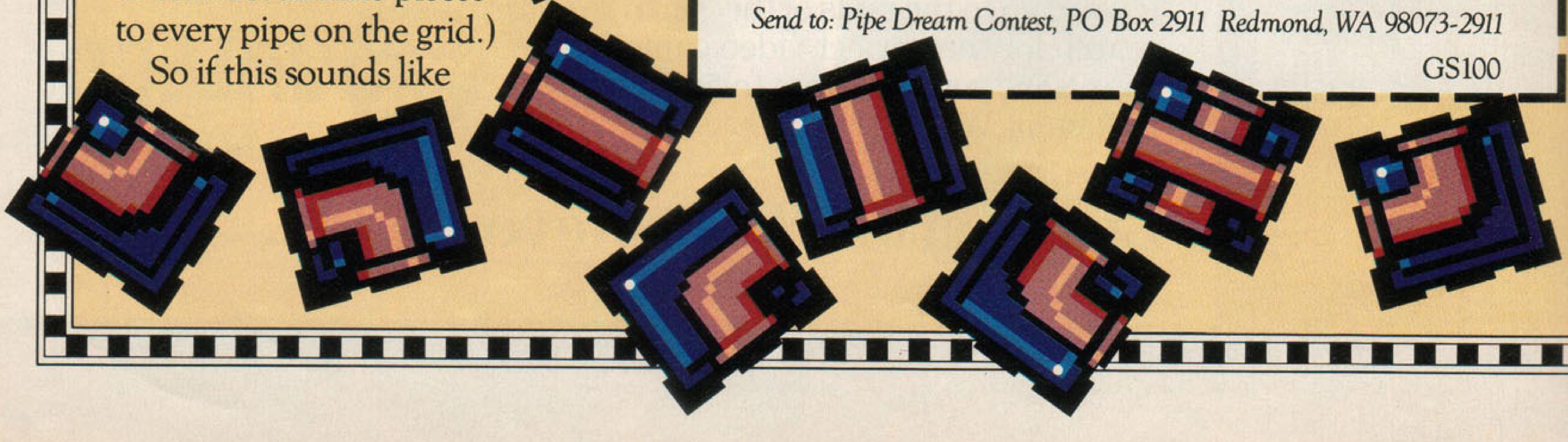
1. The two scores on the Pipe Dream package for Game Boy are ________ and ________.
2. The scores on the Pipe Dream package for NES are:

Player 1______ Bonus______ Player 1______ Bonus______.

Send to: Pipe Dream Contest, PO Box 2911 Redmond, WA 98073-2911

GS100





OUT, YOU MIGHT BE PIPE DREAM.™

your kind of game, try it now. Then go down to your Nintendo dealer, and see what it's like for real. When you've got nine million gallons of flooz breathing down your neck. And gaining.

HOW TO ENTER:

Cut the puzzle pieces out of this magazine and paste them in the right places on the grid. Or make a copy and work with that. Then send in the puzzle and the completed form to us.

All entries must be received by January 31, 1991.

IMPORTANT: Write your score on the back of the envelope. Unscored or incorrectly scored entries will be disqualified.

HOW TO TOTAL YOUR SCORE

Add 100 points: For every square the flooz flows through. Don't count the starting piece. Count all the pieces you place, and all the pieces that you use on the grid.

500 point bonus: For each place the flooz crosses itself in a cross pipe. (Plus the basic 100 points for the square.)

500 point bonus: For each piece marked "BONUS" the flooz flows through. (Plus the basic 100 points.)

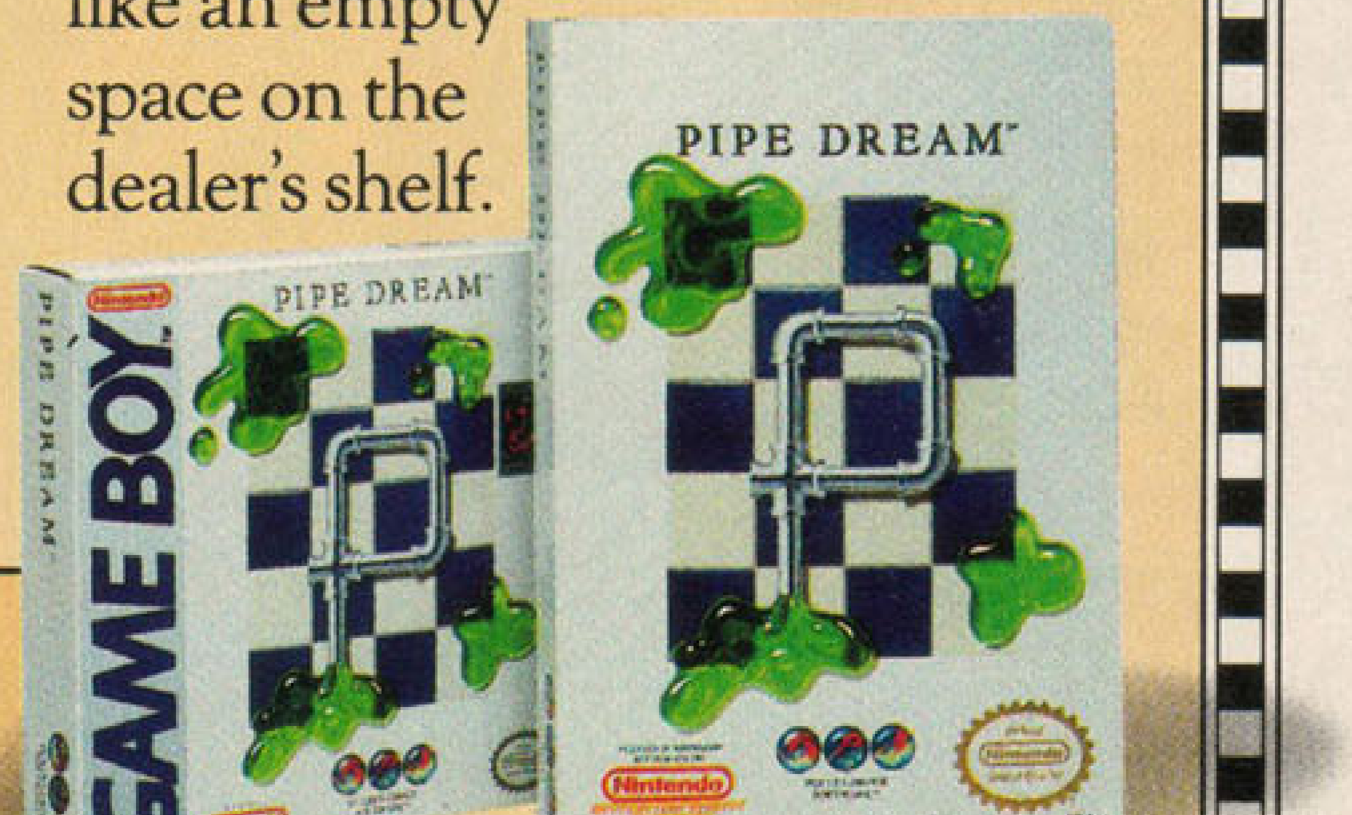
Subtract 100 points: For every piece you don't use, including the pieces you cut out, and the pieces that are already on the grid.

If you figure out the highest score, you win. In case of a tie, winners will be decided by random drawing.

GRAND PRIZE– A TRIP TO NINTENDO!

If you're one of our three Grand Prize winners, you'll get a trip to Seattle for 4 days and 3 nights. Your prize includes round trip airfare for two, and hotel accommodations. You'll get the grand tour of Nintendo. Meet Nintendo Game Counselors. Talk some hard-core NES with them. You'll even have lunch at Cafe Mario℠ where all the Nintendo people eat. And a dinner at the Space Needle in your honor.

So, if you want to see how intense Pipe Dream really is, head on down to your Nintendo dealer. When you get there, this is what the packages look like. But you better get there soon. Or they'll look like an empty space on the dealer's shelf.



Bullet-Proof Software!

2ND PRIZE (25)

FREE BPS GAME OF YOUR CHOICE. AND A BULLET-PROOF SOFTWARE T-SHIRT!

3RD PRIZE (75)–FREE BPS T-SHIRT!

BONUS PRIZE–$1,000!

Enter our $1,000 drawing, too! Answer one bonus question on the entry form and you could win. Here's how: On the back of the Pipe Dream package, there are pictures of two screens with scores on them. Include the scores from either the NES or Game Boy box on the entry coupon.

OFFICIAL CONTEST RULES (No Purchase Necessary) *One entry per person, please. All entries must be received no later than January 31, 1991. No responsibility is assumed for lost, stolen, or misdirected mail. In the event of a tie, winners will be chosen by random drawing, on or about February 5, 1991. Regardless of score, BONUS PRIZE will be determined by random drawing from all entries that answer Bonus question. It is not necessary to answer this question to qualify for Grand, Second, or Third Prize awards. Winners will be notified by mail. By acceptance of their prizes, winners consent to use of their names, photographs, or other likenesses for the purpose of advertising or promotion on behalf of Bullet-Proof Software (BPS) without further compensation. Chances of winning are determined by the total number of entries received. Limit one prize per household. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after February 5, 1991 by sending a self-addressed, stamped envelope to Pipe Dream Winners, 8337 154th Ave. NE, Redmond, WA 98052. BPS will arrange air travel and hotel accommodation for each Grand Prize winner and his or her guest. BPS will also provide $300 spending money, lunch at Cafe Mario, and dinner at the Space Needle. All other expenses are responsibility of game winner. Approximate value of each Grand Prize: $2,500. Grand Prize excursion dates will be determined by BPS. If the winner is under 18, they must be accompanied by their parent or guardian. Any guest under the age of 14 must provide written parental consent and release. Some restrictions apply. Contest not open to employees of BPS, Lucasfilm, Ltd., Nintendo of America Inc., their affiliates, agencies, or their immediate families. This contest is void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state, and local taxes and regulations. Taxes and fees are sole responsibility of winners.*

BULLET-PROOF
SOFTWARE™

Pipe Dream is a trademark of LucasArts Entertainment Company. Original game design © 1988 Entertainment International U.K. Ltd. Original game concept by The Assembly Line. Nintendo, Nintendo Entertainment System, Game Boy, and Cafe Mario are either trademarks or service marks of Nintendo of America Inc. Bullet-Proof Software is a trademark of Bullet-Proof Software, Inc. © 1990 Bullet-Proof Software, Inc. All rights reserved.

GAMEPRO'S

TIPS·TACTICS

HOT

PASSWORDS

CONTENTS

Editor's Letter....4

Nintendo

1943....8
8 Eyes....8
A Boy and His Blob....11
Abadox....9
Adventure Island....8
Adventures of Lolo....8,9
Adventures of Lolo 2....8,9
Adventures of Tom Sawyer....9
After Burner....9
Alien Syndrome....10
Astyanax....10,11
Bad Dudes....10
Baseball Stars....10
Bases Loaded....10,11
Bubble Bobble....11,12,13
Burai Fighter....12
Bugs Bunny....13
Castle of Dragon....13
Code Name: Viper....12
Contra....12
Demon Sword....12
Double Dragon II....12,13
Dragon Warrior....13,14
Duck Tales....14
Fester's Quest....14,15,16
Flying Dragon....17
Gauntlet....16,17
Goal....17
Godzilla....17
Goonies II....16,17
Gradius....17
Guerrilla War....18
Gyruss....17
Hoops....16,17
Iron Tank....16
Ironsword....18
Karnov....18
Kid Icarus....18
Legend of Zelda....20
Life Force....20
Mega Man....20
Mega Man II....20,22,24
Metal Fighter....24
Metroid....24
Mickey MouseCapade....24
Mighty Bomb Jack....24
Mike Tyson's Punch Out....26
Ninja Gaiden....26
POW....26
Rad Racer....26
RBI Baseball....26
Robocop....28
RoboWarrior....28
Shadowgate....28
Shinobi....30
Sky Kid....30
Snake's Revenge....30
Spy Hunter....30
Star Soldier....30
Strider....30
Super C....32
Super Sprint....32
Teenage Mutant Ninja Turtles....32
Thunderbirds....32
Twin Cobra....32,34
Track and Field II....34
Wall Street Kid....34
Who Framed Roger Rabbit....34
Xexyz....36
Zanac....36
Zelda II....36

Genesis

Altered Beast....38,39
Ghouls 'n Ghosts....38,39
Golden Axe....38,39
Phantasy Star II....39,40
Rambo III....41
Revenge of Shinobi....40,41
Space Harrier II....40
Super Hang On....41
Super Thunder Blade....41
The Last Battle....41
Thunder Force II....42
Tommy Lasorda Baseball....42
Truxton....42

Sega Master System

Alf....45
Alex Kidd: In High Tech World....44,45
Alex Kidd in Miracle World....45
Altered Beast....44
After Burner....45
Astro Warrior....45
Black Belt....45
Captain Silver....45
Cloud Master....46
Enduro Racer....45
Golvellius....46,47
Miracle Warriors....46,47
Ninja....47
Power Strike....47
Phantasy Star....48
Poseidon Wars 3-D....48,50
R-Type....48,50
Shinobi....50
Space Harrier....50,52
Thunderblade....52
Wonder Boy III: The Dragon's Trap..52
Y's, The Vanished Omens....52
Vigilante....52

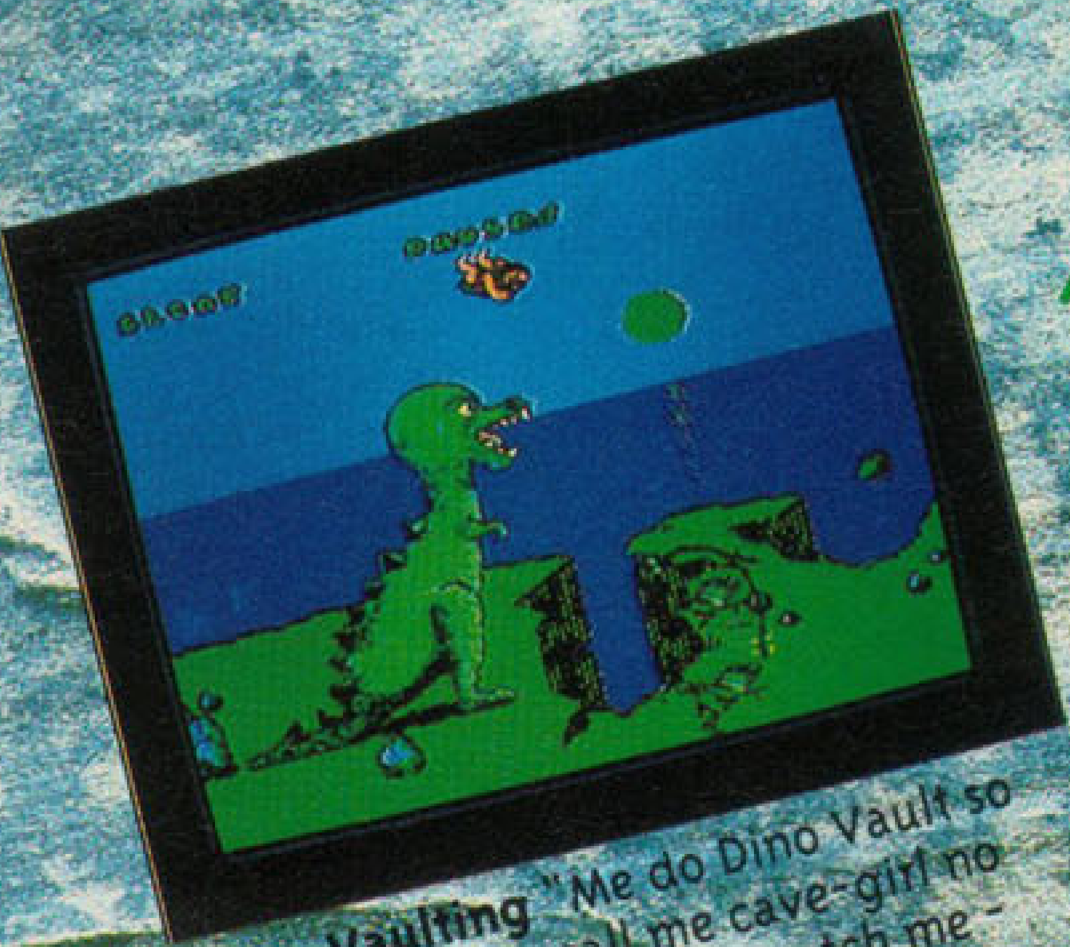
TurboGrafx-16

Alien Crush....54
Blazing Lasers....55
Dragon Spirit....54
Dungeon Explorers....56
Galaga 90....55
Keith Courage....55,56
Legendary Axe....56
Military Madness....56,58
Moto Roader....58
Ordyne....58
Pac-Land....58
R-Type....58

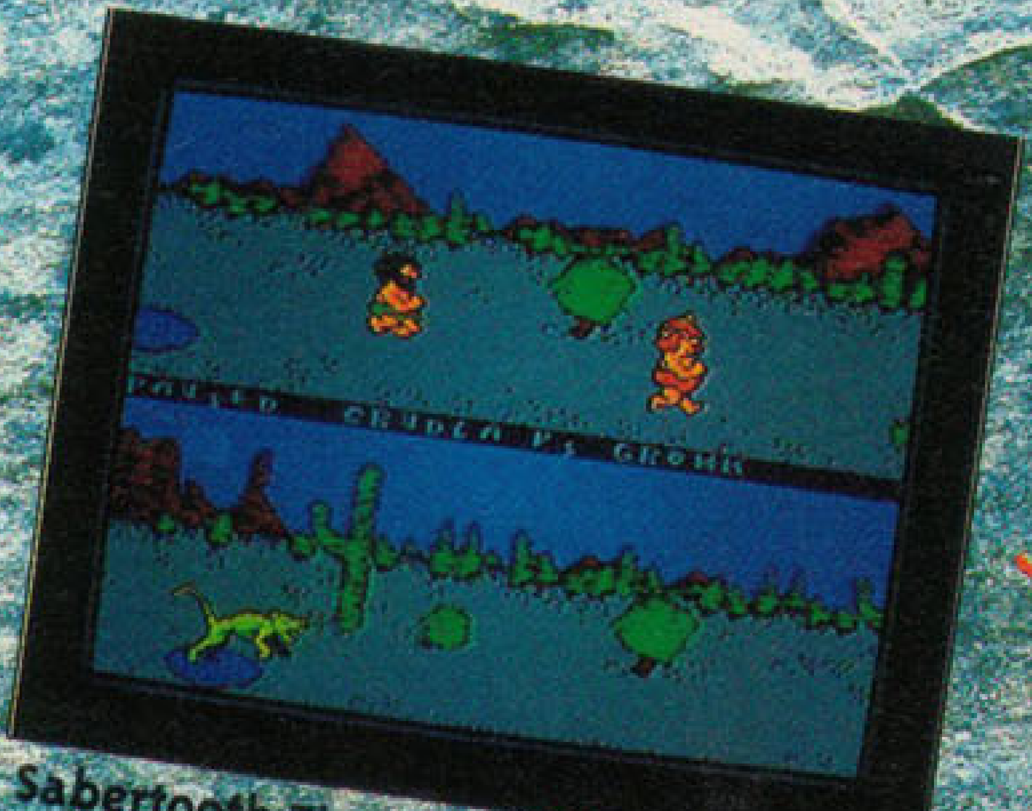
Game Boy

Castlevania: The Adventure....60
QBillion....60
Revenge of the Gator....60
Super Mario Land....60

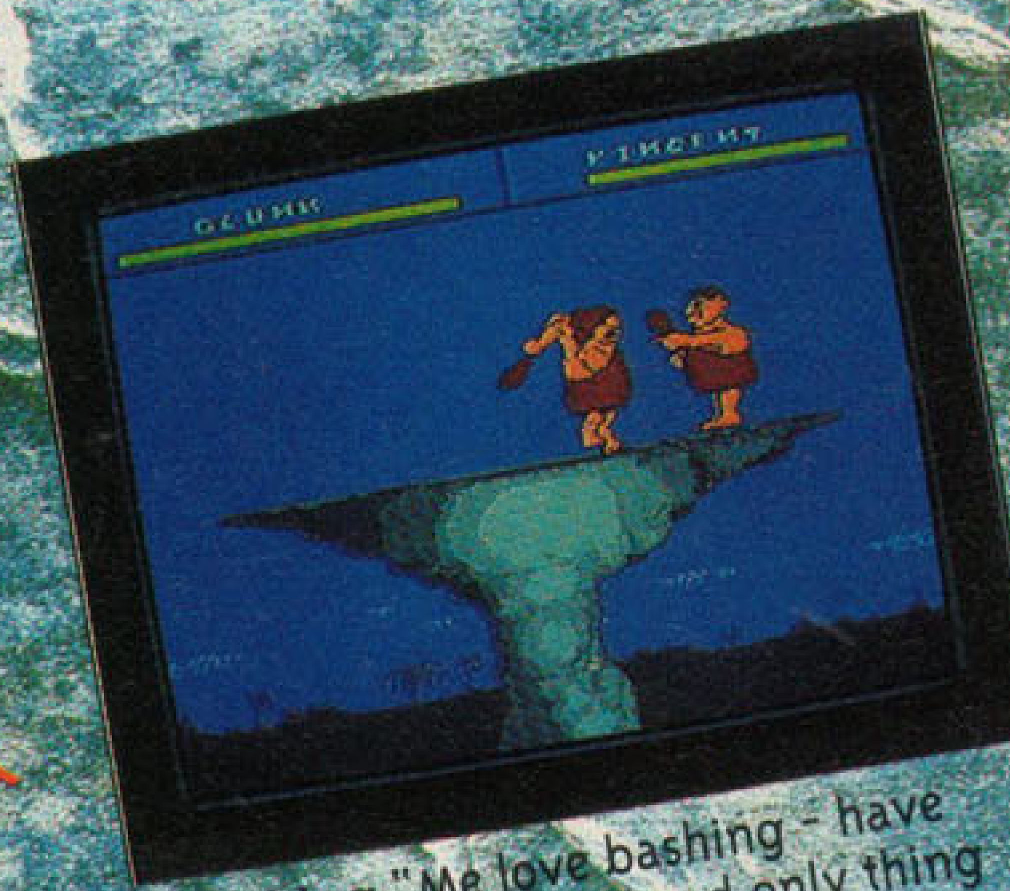
CROSS TRAINING CAVEMAN STYLE!



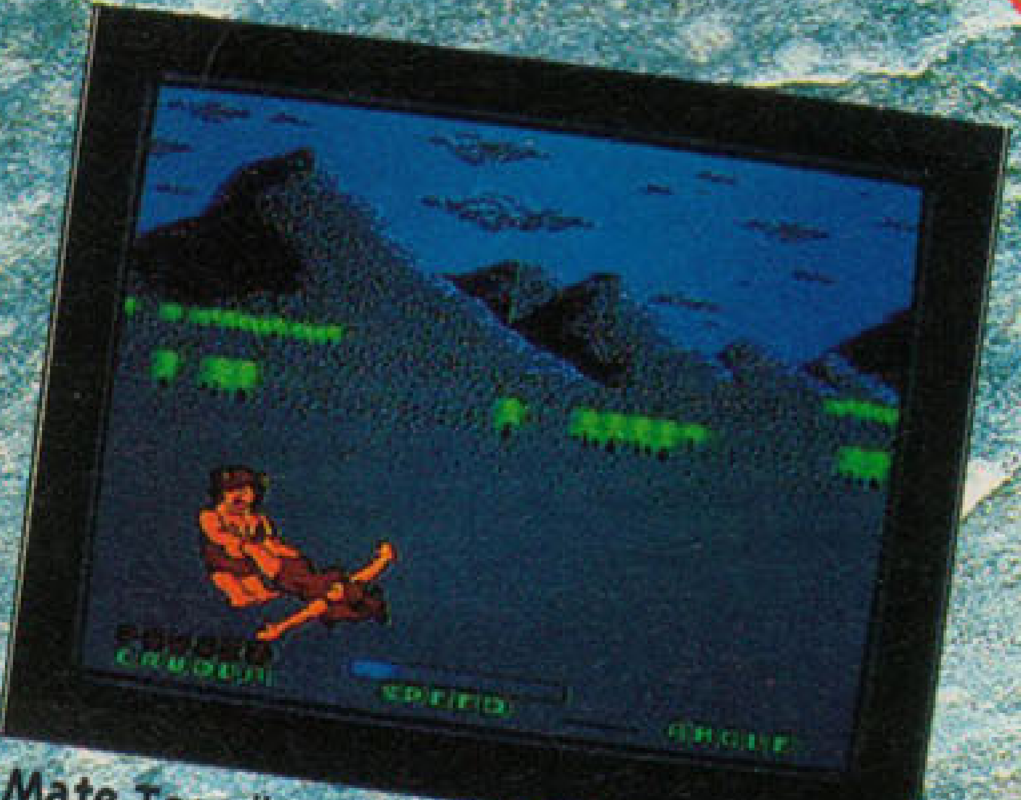
Dino-Vaulting "Me do Dino Vault so bully Gronk no call me cave-girl no more. Also hope Crudla watch me - she one cave-babe!" - Vincent.



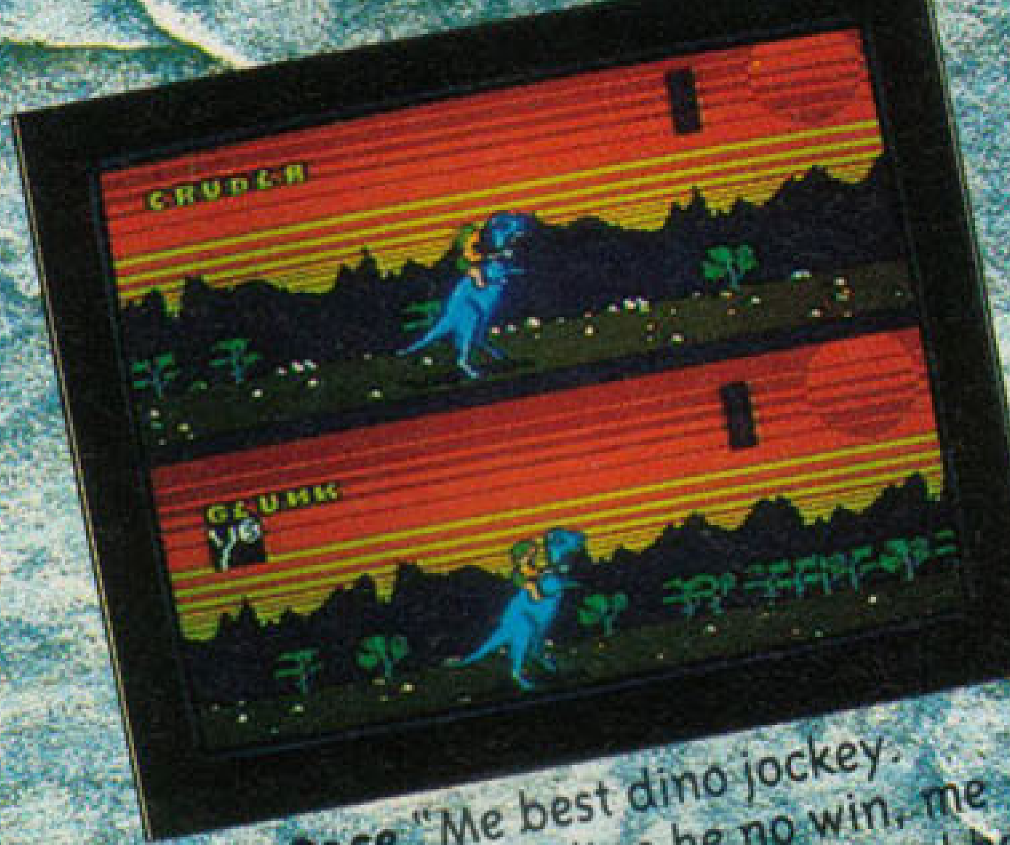
Sabertooth Tiger Race "Race not easy. Hungry sabertooth chase me. But me use competitor as shield. Better him cat food than me kitty litter." - Glunk



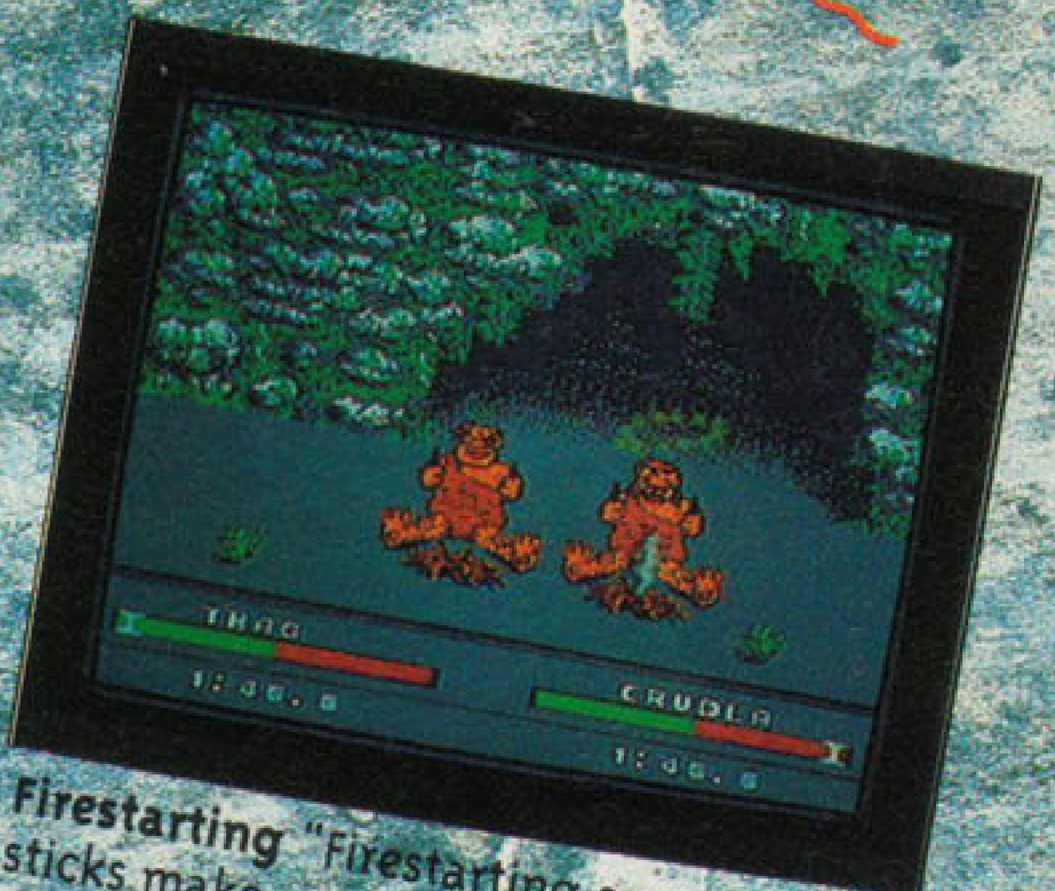
Clubbing "Me love bashing - have best club. Cavemen head only thing harder than club. But hard to aim with head. So use club." - Gronk



Mate Toss "Me know best way to handle mate - by feet. Grab mate by feet and spin, spin, spin - then let go. Make world record." - Crudla

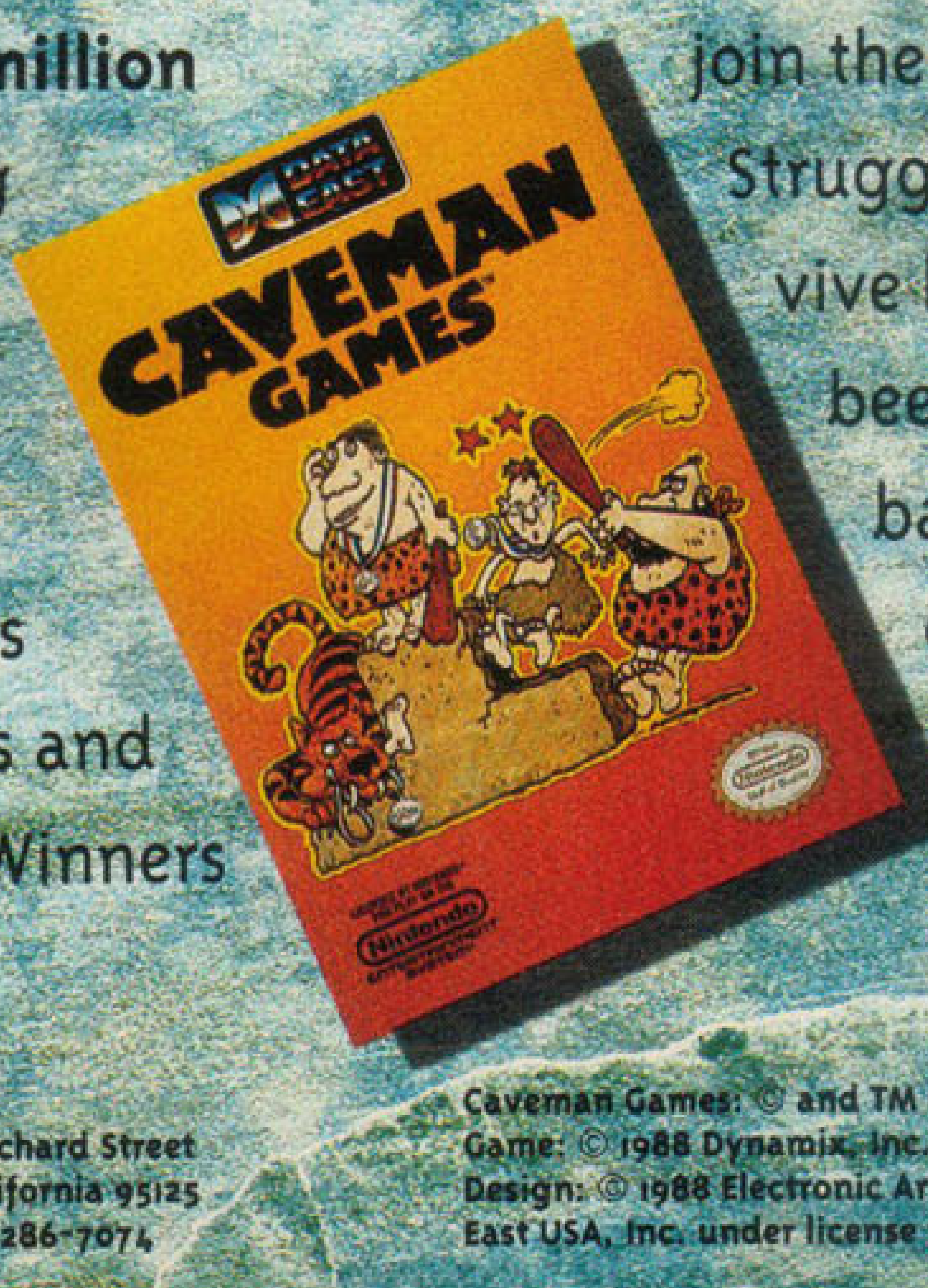


Dino Race "Me best dino jockey. Before race, tell dino he no win, me make dino steaks for dinner - and he guest of honor. He run good." - Ugha



Firestarting "Firestarting easy. Rub sticks make spark. Me make big fire - stay warm. Too warm - fire burn clothes. Then me learn firestopping." - Thag

Welcome to sports training - 2 million B.C.! Forget jogging and weightlifting- Caveman Games is serious athletics. Six radical Neanderthals compete in hilarious and dangerous events. Winners join the Caves of Fame; losers join the fossils! Struggling to survive has never been so fun! Get bashed, beaten, chased and eaten in the greatest prehysterical challenge ever. It's cool cave action for one to six players!



CAVEMAN GAMES™

LICENSED BY NINTENDO FOR PLAY ON THE
Nintendo
ENTERTAINMENT SYSTEM®

Official
Nintendo
Seal of Quality

DATA EAST
1850 Little Orchard Street
San Jose, California 95125
Phone (408) 286-7074

Caveman Games: © and TM 1990 Data East USA, Inc. Game: © 1988 Dynamix, Inc. All rights reserved. Package Design: © 1988 Electronic Arts. Manufactured by Data East USA, Inc. under license from Electronic Arts.

Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

Psst...Want a Hot Tip?

By the GamePros

Welcome to GamePro's first special edition of Tips, Tactics, and Passwords. On the following pages you'll find a collection of some of the hottest tips and tactics we've printed in GamePro Magazine to date. So many of you have written and asked that we reprint tips, tactics, and passwords from earlier issues that we decided to try to collect the most popular hints in one all-Special Weapons and Tactics (S.W.A.T.) issue.

You'll find the tips inside are organized by system and in alphabetical order within each system category. If you're looking for an Astyanax tip, for example, just head to the Nintendo section and look for the "A's."

We'd like to continue to have special issues devoted entirely to S.W.A.T. but we need your help. Please write and give us feedback on this issue and its usefulness to you, the gameplayer. Tell us what kinds of tips, tactics, passwords, or maps you'd like to see in future special issues. We'd also appreciate your feedback on the format – do you like the regular S.W.A.T layout, or can you think of a way of organizing tips and tactics that would be easier for you to use?

And by the way, if you're interested in S.W.A.T. be sure to check out GamePro's brand new tips and tactics books – *GamePro's Hot Tips: Sports Games* and *GamePro's Hot Tips: Adventure Games.* Both of these books are packed with brand new tips, tactics, and passwords on hundreds of games for Nintendo, Genesis, and TurboGrafx-16. Look for them at your local retailer or order them through GamePro Magazine.

Tell Us What You Think!

Thanks for your continued support of the magazine! Our goal is to keep on working with GamePros everywhere to give you the kind of game information you want and need. Drop us a line at:

GamePro
S.W.A.T. Special
P.O. Box 3329
Redwood City, CA 94064

COVER ILLUSTRATION: MITCH O'CONNELL

GAMEPRO

Publisher
Patrick J. Ferrell

Editor-In-Chief
LeeAnne McDermott

Director of Creative Services
Michael Kavish

Director of Production/Operations
Lynne Kavish

Senior Editor
Mike Meyers

Associate Editor
Wes Nihei

Editorial Assistant
Marta Bright

Associate Art Director
Francis Mao

Production Assistant
Pat Ferguson

Marketing Manager
Debra Simshauser

Advertising Sales

Western Region
Tony Sureau, Sureau & Associates (415) 421-7920
Jack Friend (818) 763-1129

South/SouthWest Region
Thomas Smith, Smith & Assoc. Adv. Counselor's Inc. (318) 688-1439

Central Region/Eastern Region
Walter H. Baumgartner, Qualitative Access (708) 381-8770

Advertising Coordinator
Michelle Wheatley

Circulation Director
David P. Raether

For Customer Service Call:
Helen Lee (603) 924-9471

Sr. Manufacturing Manager
Julie Murphree

President
Roger J. Murphy

Vice President/Group Publisher
James W. McBrian, Jr.

Vice President Manufacturing/Operations
Dennis Christensen

Single Copy Sales Director
Linda Ruth

Newsstand Promotion Manager
Debbie Walsh

Director of Credit Sales
William M. Boyer

GAMEPRO™ (ISSN 1042-8658) is published monthly by IDG Communications/Peterborough, Inc., 80 Elm Street,Peterborough, NH 03458. An IDG Company: The World's Leader In Information Services On Information Technology. **Editorial and Production offices: 2421 Broadway, Suite 200, Redwood City, CA 94063.** Second class pending at Peterborough, NH, and other additional mailing offices

POSTMASTER: Send address changes to GAMEPRO, P.O. Box 2096, Knoxville, IA 50197-2096.

Single copy rates are U.S. $3.95; Canada and Mexico $4.95. Subscription rates are $24.95 for12 issues. $39.95 for 2 years (24 issues). Add $10.00 per year for foreign countries. Canadian and foreign monies to be in U.S.funds, drawn on a U.S. bank.

Copyright 1990 by IDG Communications/Peterborough Inc. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All submissions including, but not limited to, artwork, text, photographs and videotapes become the property of the publisher. Submissions cannot be returned; senders should retain a copy. The GAMEPRO™ name and logo are trade-marks of the publisher. GAMEPRO™ assumes no responsibility for damages due to errors or omissions.

It's *hip* to be cool!.... and it's *COOL* to play....

SPOT™

THE VIDEO GAME!

SPOT is awesome.... totally the wildest NES™ game pak yet.... will get you and your friends really *jammin!* thru *zillions* of screens of mind bending play action.

Now... playing on an NES near you!

A 7UP PRODUCTION

LICENSED BY NINTENDO® FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM®

PUBLISHED BY

ARCADIA®

ARCADIA SYSTEMS, INC.
18001 Cowan Street, Suite A, Irvine, CA 92714
Tel (714) 833-8710

Official Nintendo Seal of Quality™

Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.
Arcadia is a registered trademark of Arcadia Systems, Inc.
© 1990 Arcadia Systems, Inc. All rights reserved.
© Seven-Up, 7UP, SPOT name and character are trademarks identifying products of the Seven-Up Company, Dallas, TX 1990.

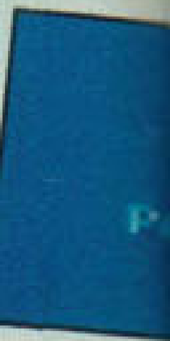
NINTENDO TIPS·TACTICS HOT PASSWORDS

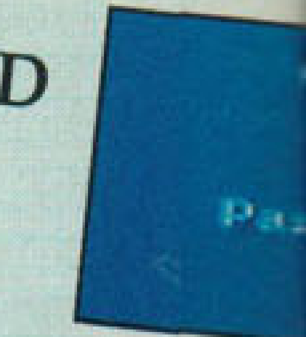
8 Eyes

Lots of 8 Eyes Codes

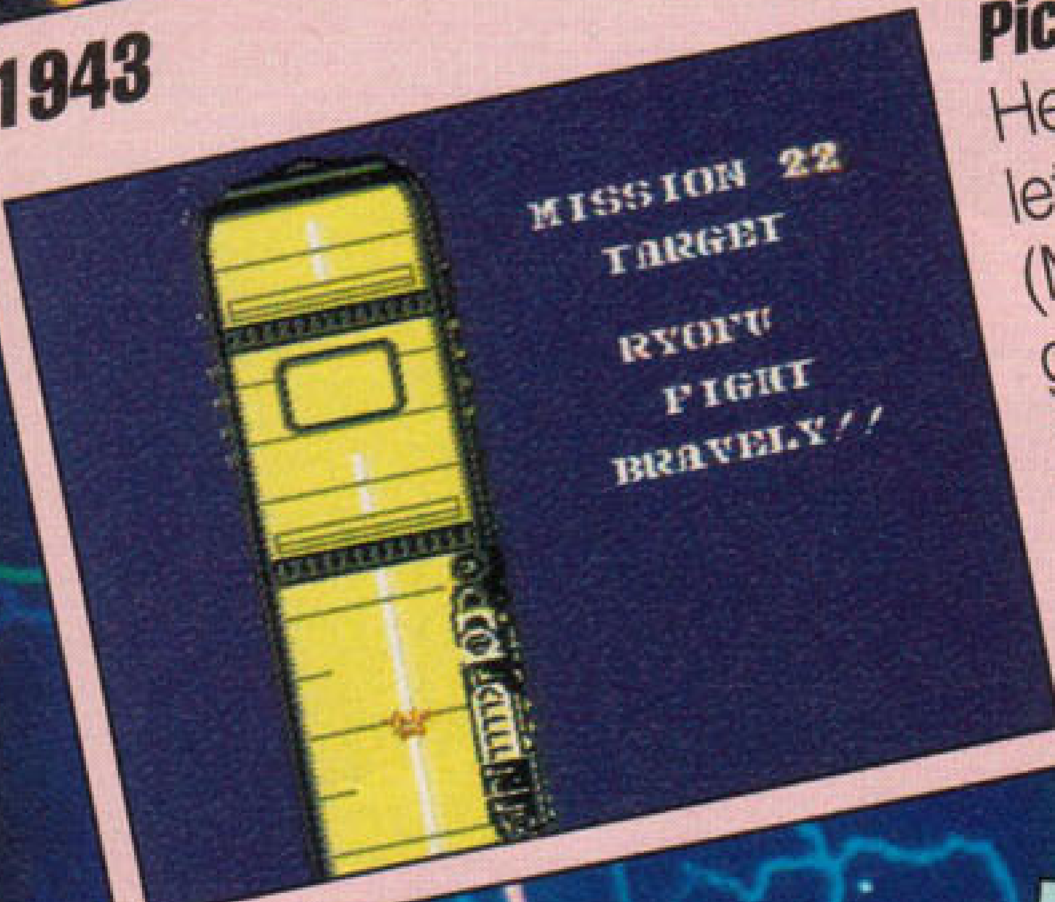
First Ending:	**ONAPPMBPPF**
Second Ending:	**CKBPPAAPEE**
Third Ending:	**GBCPHAAHAD**

I suggest doing the levels in this order: Spain, Egypt, Italy, India, Africa, Germany, Arabia, and then, of course, the House of Ruth.





1943



MISSION 22
TARGET
RYOFU
FIGHT
BRAVELY!!

Pick your Mission!

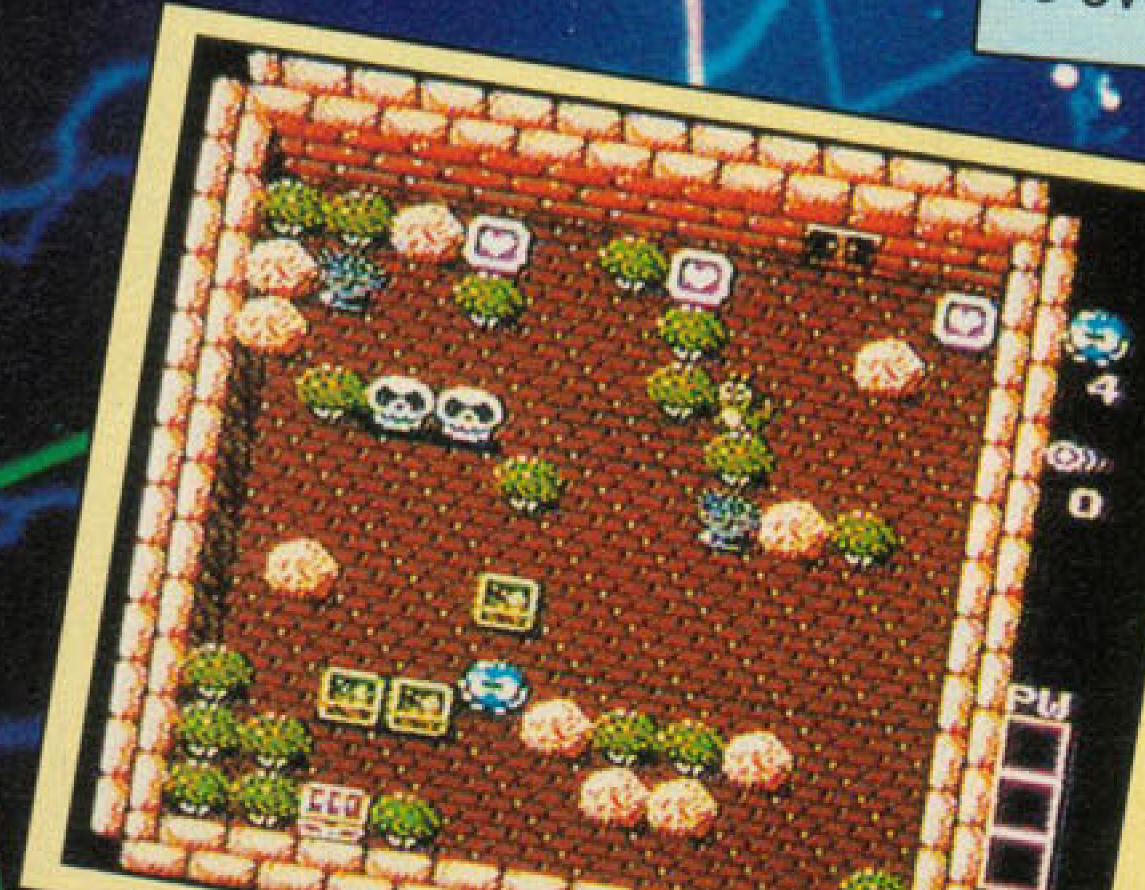
Here are three super codes that let you start on different missions: (Mission 24 is the last level of the game)

Mission 8:	**PFL08**
Mission 14:	**5TKNE**
Mission 22:	**RY690**

Adventure Island

Continue

Find the Hudson Soft bee insignia in the first level by jumping straight up at the end where the carrot is, just before the "G" sign. Once you have the bee you can continue by hitting Right and Start simultaneously when your game is over. The bee is in an egg.



The Adventures of Lolo 2

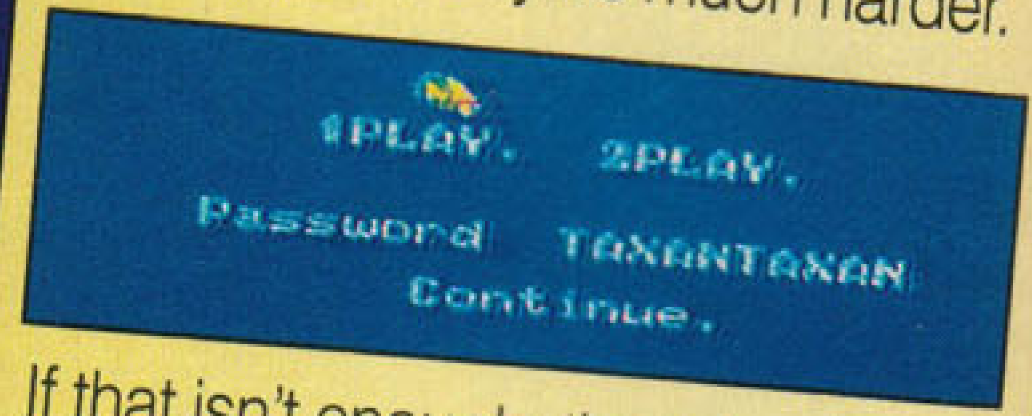
Beat Level 7-4

To get past level 7-4 you need to do the following: Shoot the Snakey out, and then put an Emerald Framer where he was. Snakey will come back somewhere else! Now you can figure out how to get out of here no problem.

8 Eyes

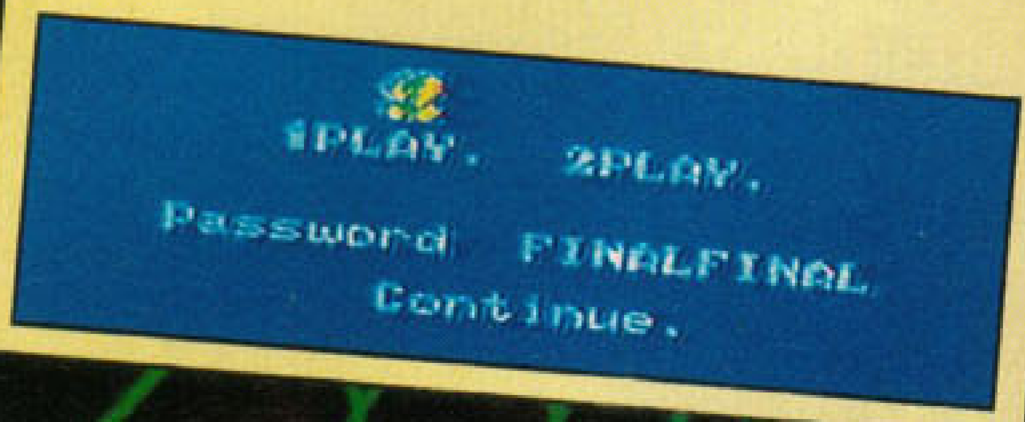
Passwords for Two Secret Levels!

8 Eyes has two secret levels. If you complete the game once, you get the special password **TAXANTAXAN** which lets you play the game again, only it's much harder.



1PLAY. 2PLAY.
Password TAXANTAXAN
Continue.

If that isn't enough, there is a third level of play, even harder than the second. The password is **FINALSTAGE.** From there, you're entirely on your own.



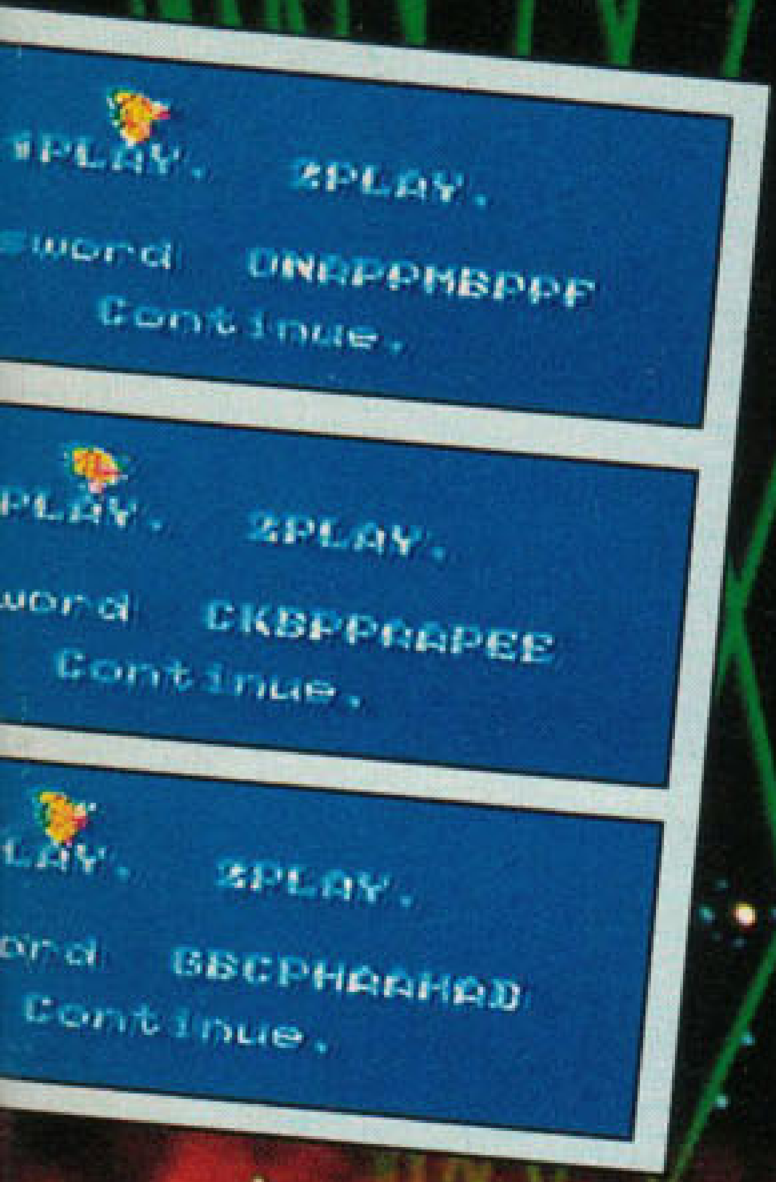
1PLAY. 2PLAY.
Password FINALFINAL
Continue.

The Adventures of Lolo

Code to Last Room

Here's a code to the last room om the tenth level of Lolo.

GCVT



1PLAY. 2PLAY.
word DNAPPMBPPF
Continue.

PLAY. 2PLAY.
word CKBPPRAPEE
Continue.

LAY. 2PLAY.
ord GBCPHAAHAD
Continue.

Abadox

Invincibility

To become invincible in Abadox try the following pad trick during the title screen: Push A, A, Up, B, B, Down, A, B, and Start.

The Adventures of Tom Sawyer

1-Up

To grab a 1-Up in the Forest try the following: Destroy all of the creatures on the screen, and the Mushroom Elf appears. Throw rocks at the tallest mushroom on the screen.

After Burner

Reverse Mode

To enter the Reverse Mode hold down A and B on Controller 2 and press Start on Controller 1.

Abadox

Defeat the Great Shark

Turn Stage 3's Great Shark into bait by dropping underneath it as it comes towards you and then flying to the far right screen edge. Now circle up from behind before it moves backwards. Move left until you're above and slightly ahead of it. Shoot as the Shark moves forward again. Now, move right and drop straight down. When it passes overhead, repeat the pattern. The Tresbeam is the best weapon here.

The Adventures of Tom Sawyer

Beat the Alligator

You can only destroy the Alligator at the end of the river scene by throwing rocks directly between his two front teeth while his mouth is open. The spot you have to hit is very narrow and you need to hit it five times while avoiding the swirling whirlpools. You'll know if you've hit the Alligator in the right spot because he'll flash and you'll hear a "bonk" sound. Try floating in the middle of the screen about half way between the tip of his nose and the bottom of the screen and wait until he passes in front of you with his mouth open. Just before he gets there start throwing rocks as fast as you can. Turbo on Button B really helps.

After Burner

Sound Test

During the Game Over screen press A, B, and Select simultaneously to get to a sound test mode!

Abadox

Get the Wall Claws

You can destroy the claws on the walls in Stage 4. Aim for the eye at the base of the claw, but watch out, it flies at you when you zap it.

The Adventures of Lolo 2

Four Extra Secret Rooms!

When you finish the Adventures of Lolo, put in the following passwords:

ProA
ProB
ProC
ProD

Now you can play the four extra secret rooms!

The Adventures of Lolo

Password Trick

In the Adventures of Lolo this password trick enables you to jump ahead to different floors! If the second letter in your code is earlier in the alphabet than the fourth, simply switch the two. This works for all codes starting with A, B, C, or D.

Abadox

The Eyes Have It

In general, to beat any Guardian monster shoot the "open" eyes.

NINTENDO TIPS·TACTICS HOT PASSWORDS

Bad Dudes

64 Lives!

To get 64 lives in Bad Dudes try the following: At the title screen press B, A, Down, Up, Down, Up on Controller 2, and then press Start on Controller 1.

Alien Syndrome

Steal Lives!

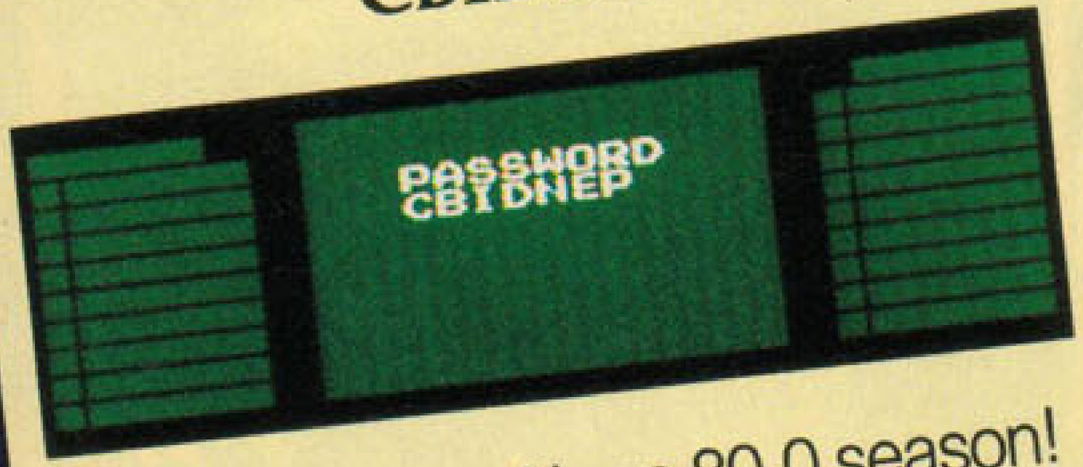
If you die off while playing a two player game, hold down buttons A and B at the same time to steal a life from the other player.

Bases Loaded

Go Straight to the Pennant Game

You're Jersey facing New York in the final game of the Pennant race:

CBIDNEP



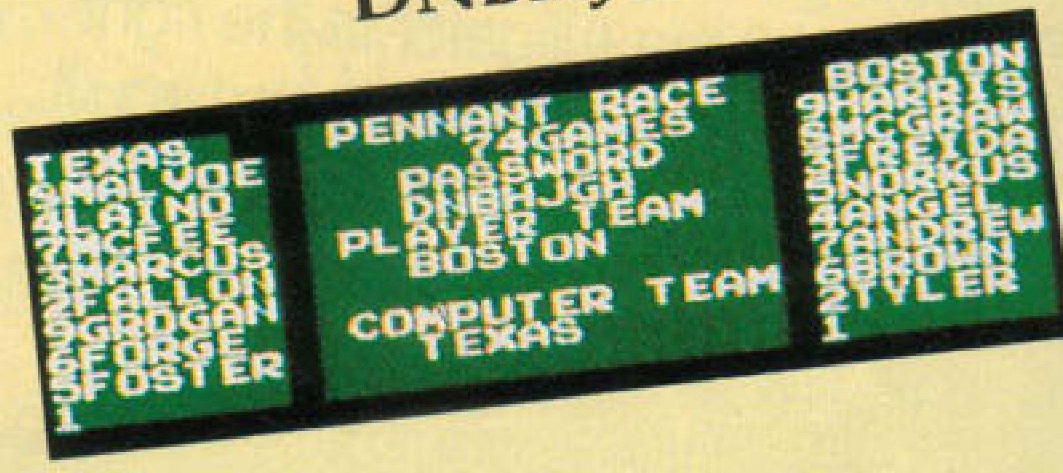
PASSWORD
CBIDNEP

This starts you with an 80-0 season!

Pennant Password

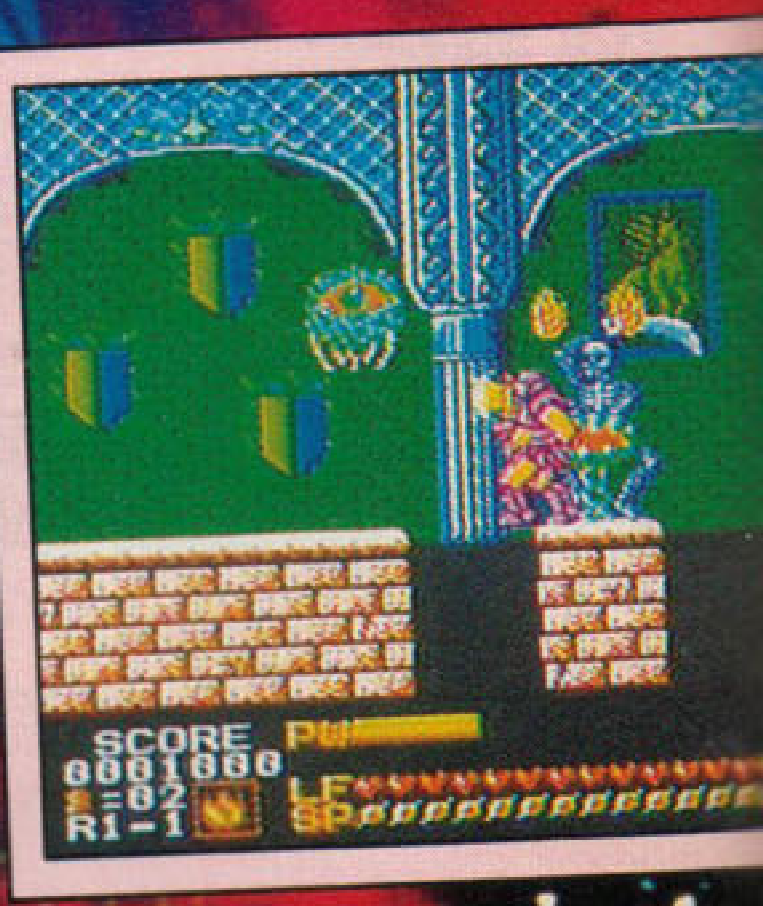
Here's a code that puts you close to winning the pennant! It's Boston vs. Texas:

DNBHJG



PENNANT RACE
74GAMES
PASSWORD
DNBHJGH
PLAYER TEAM
BOSTON
COMPUTER TEAM
TEXAS

TEXAS
9MALVOE
4LAIND
7MCFEE
3MARCUS
2FALLON
5GROGAN
6FORGE
8FOSTER
1
BOSTON
9HARRIS
3MCGRAW
8FREIDA
5NORKUS
4ANGEL
7ANDREW
6BROWN
2TYLER
1



SCORE
0001000
PW
LF
SP
R1-1

Astyanax

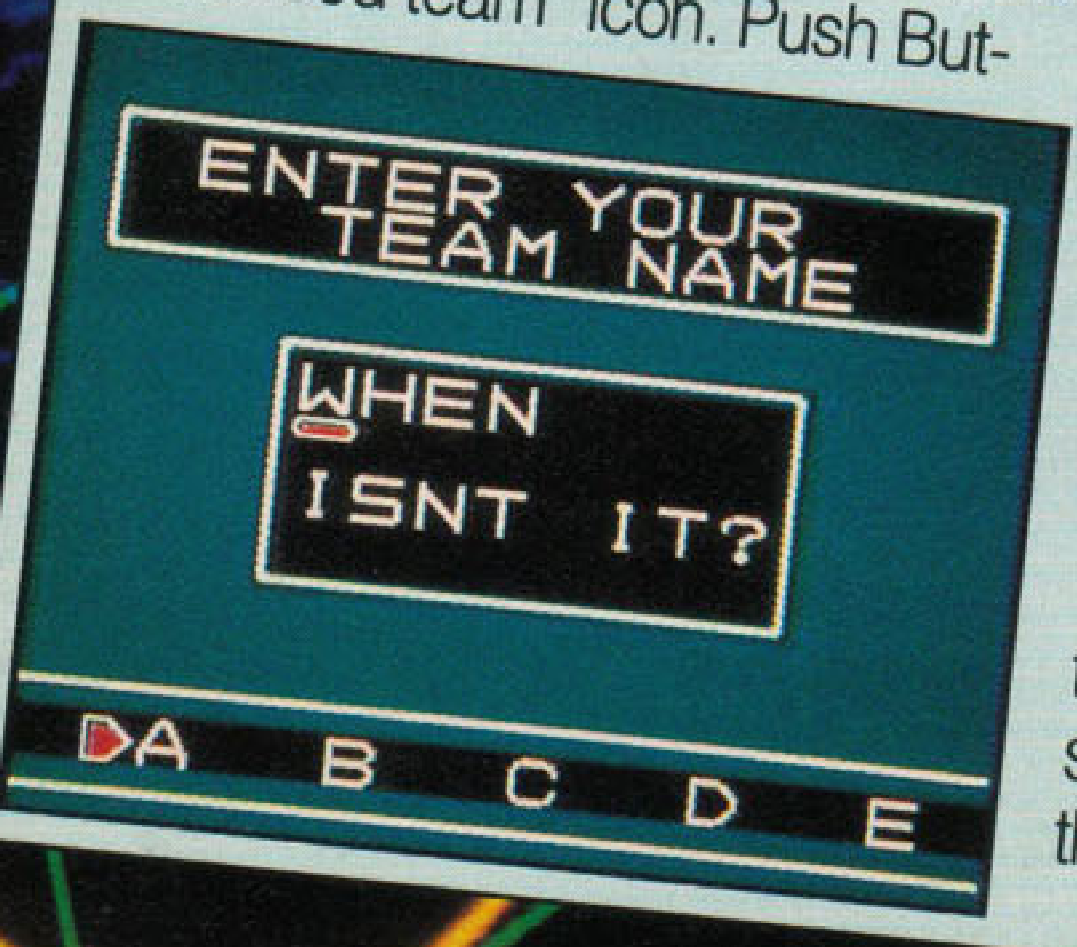
Level Select

To play any level in Astyanax try the following pad trick during the title screen: Push Up, Down, Left, Right, and then Button B four times. Use the menu that appears to select your level.

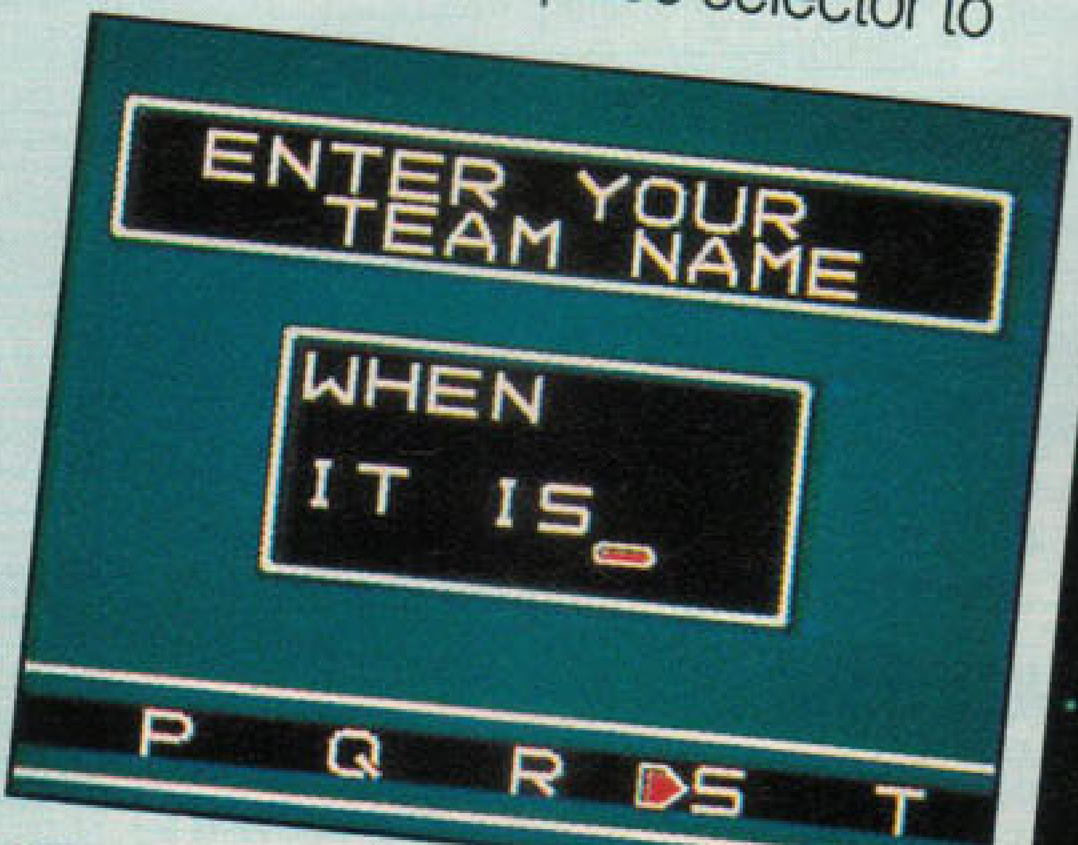
Baseball Stars

Make Your Team Ultra Strong!

Once you've selected a team press Down, Right, Left, Down, Down, Right, and Up on the control pad. This puts the cursor at the "balanced team" icon. Push Button A to pick it. The screen will say "When isn't it?" for the name of the team. Use the space selector to erase the "isn't it" part of the sentence. Put "it is" so the full sentence says "When it is." Now you'll have the most powerful team in the game.



ENTER YOUR
TEAM NAME
WHEN
ISNT IT?

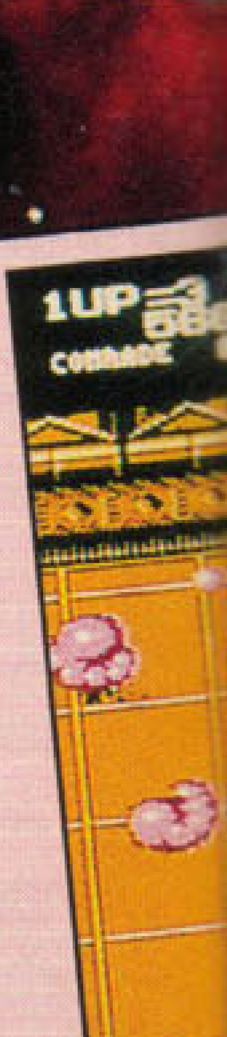


ENTER YOUR
TEAM NAME
WHEN
IT IS_

Alien Syndrome

Two Players Get the Same Weapon

When you're playing a two player game and you come across a weapon that you both want, don't get into a fight! Simply make both players touch the weapon powerup at the same time. Now you'll both have the same weapon!



1UP
COMRADE

Bases Loaded

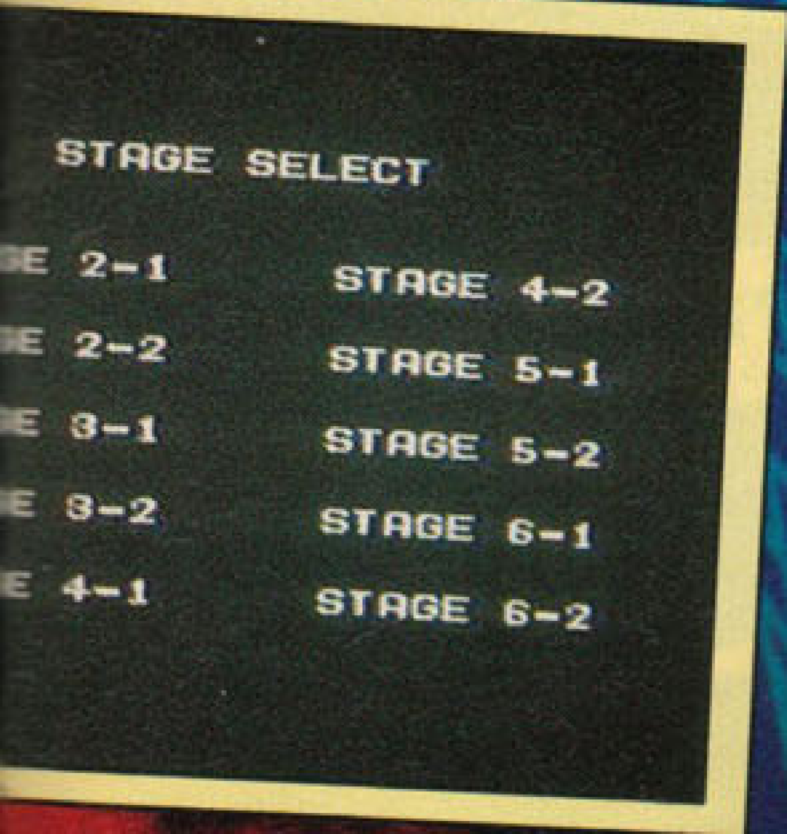
Password

If you enter "JAELECO" in Bases Loaded it takes you to the final game of the season as Jersey. It says 38 games, but if you play the game, you'll find you have 85

Astyanax

Invincibility

To become invincible press Up, Up, Up, Up, Down, Left, Right, and Up during the title screen. Now you can master the monsters!



STAGE SELECT

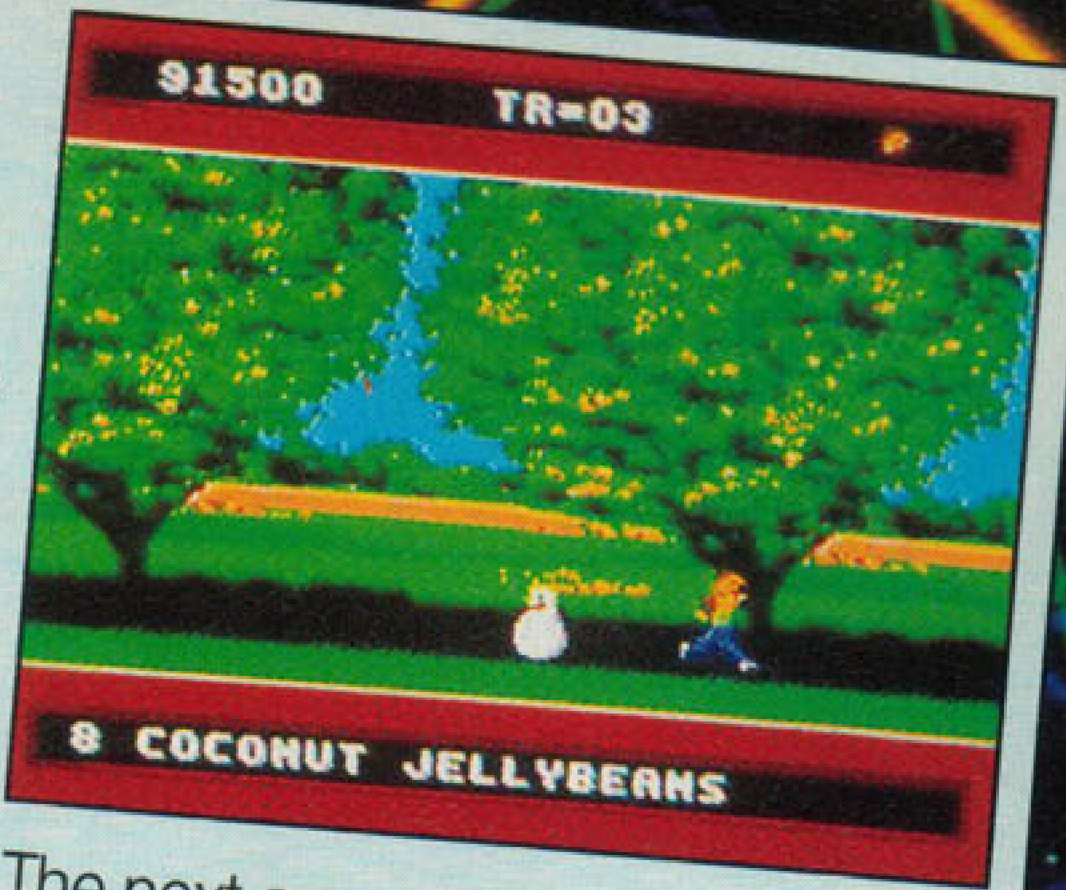
GE 2-1 STAGE 4-2
GE 2-2 STAGE 5-1
E 3-1 STAGE 5-2
E 3-2 STAGE 6-1
E 4-1 STAGE 6-2

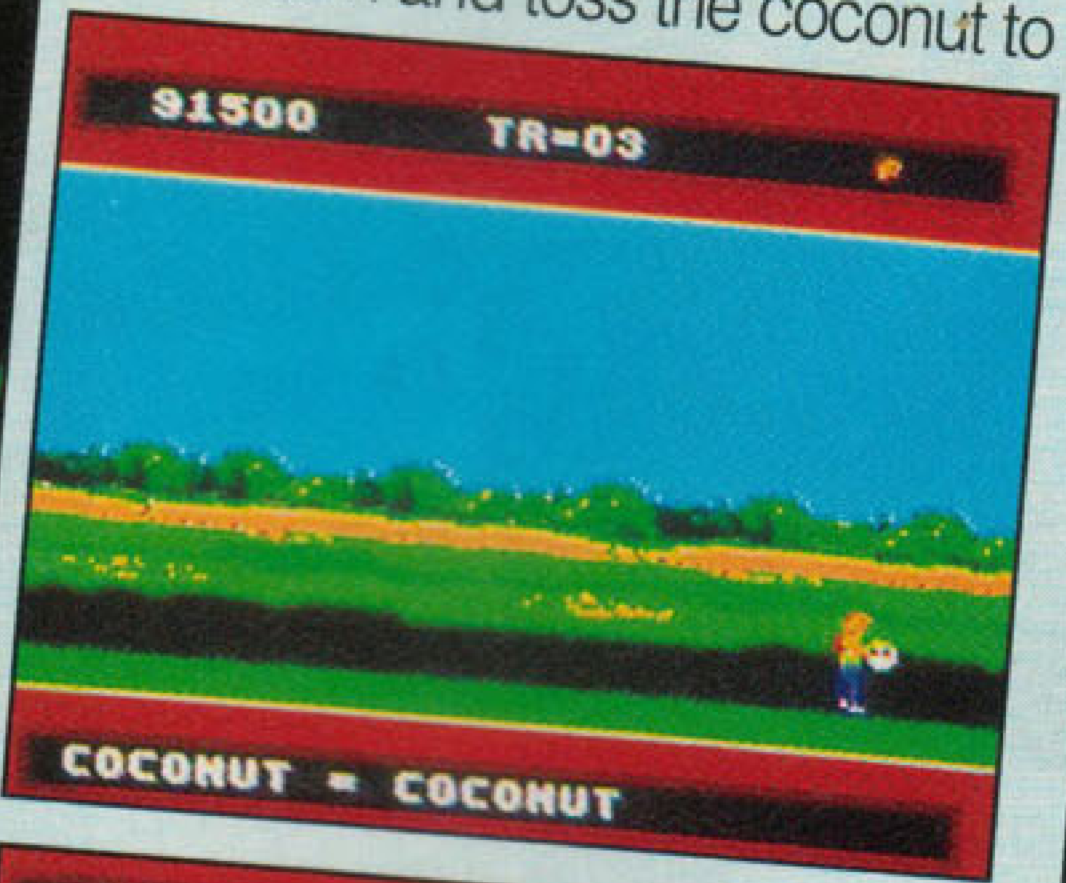
TOP
50000
2UP=3
3100
TIME 237

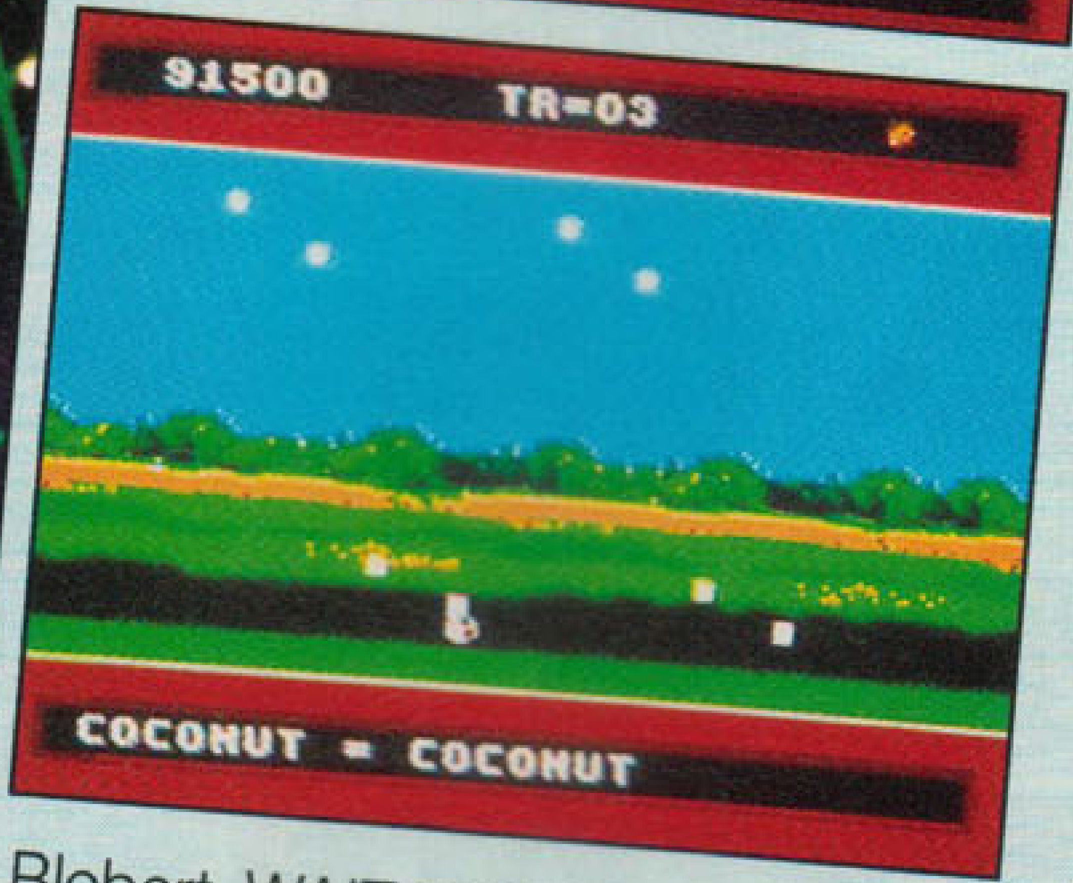
A Boy and His Blob (Nintendo)

Avoid the Marshmallows and the Cherry Bombs!

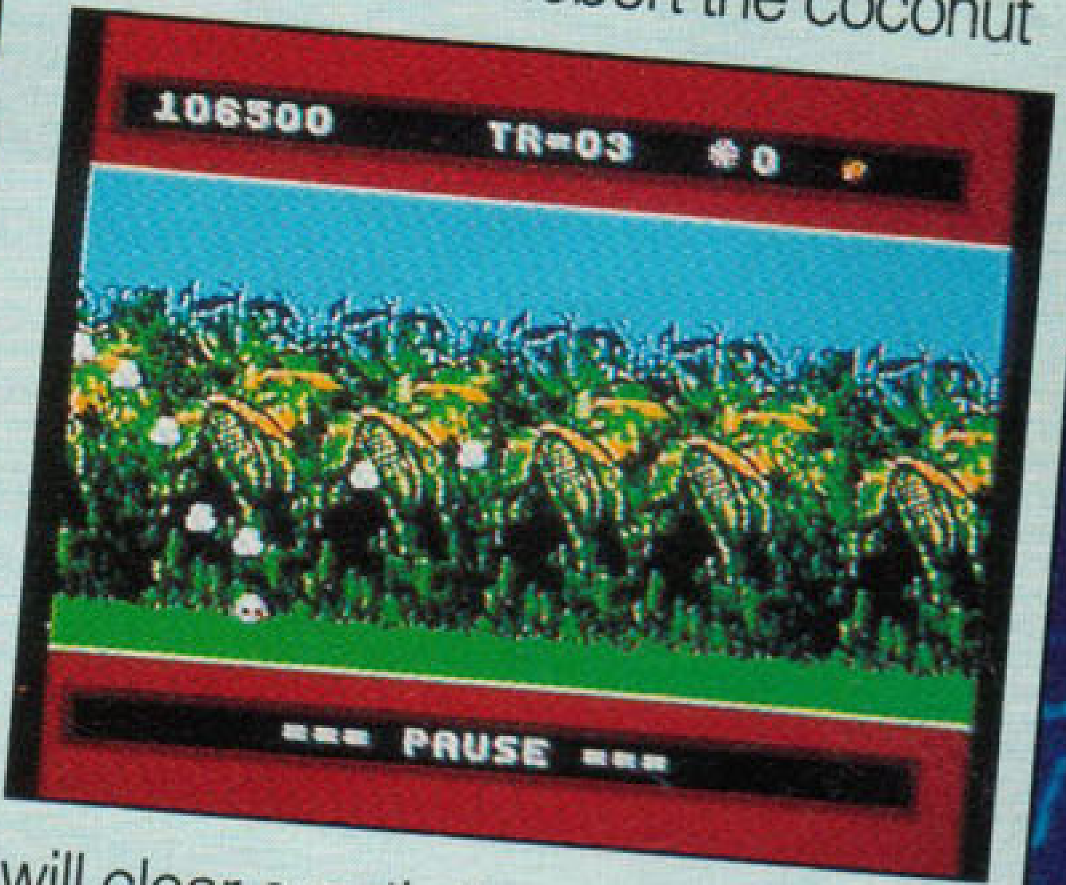
After landing on Blobolonia, move to the next screen to the right and toss Blobert a coconut jellybean. Stay in this screen and toss the coconut to Blobert. WAIT FOR HIM TO RETURN TO YOU. This takes a half minute or so because he rolls through nine to eleven screens after being tossed. This trick eliminates the marshmallows and the cherry bombs. The boy and Blobert can now walk through these screens and the aforementioned evils have vanished!







The next coconut toss occurs two screens beyond the last cherry bomb trees. Use the same method as above and Blobert the coconut will clear a path through the popcorn in the cornfield and will usually roll past the first marshmallow conveyer belt. Turn off the second conveyer belt and then roll out Blobert the coconut (in the first brown mountain scene) to clear a path past the first two sets of "monster" molars. This puts you in good stead for completing the game.



Bubble Bobble

Pick any level!

EECJJ Level 112
EECFG Super Bubble Bobble, Level 112

After entering the first code, select one or two players continue; then by pressing the A and B buttons, you can flip through levels 1 to 112. Press Start after you have selected the level you want to begin on. The second code starts you out one board away from the second and final ending. You just have to defeat Grumple Grommit.

NINTENDO TIPS·TACTICS HOT PASSWORDS

Code Name: Viper

Passwords

This password starts you at Level 4:

040471

This password starts you at Level 7:

081620

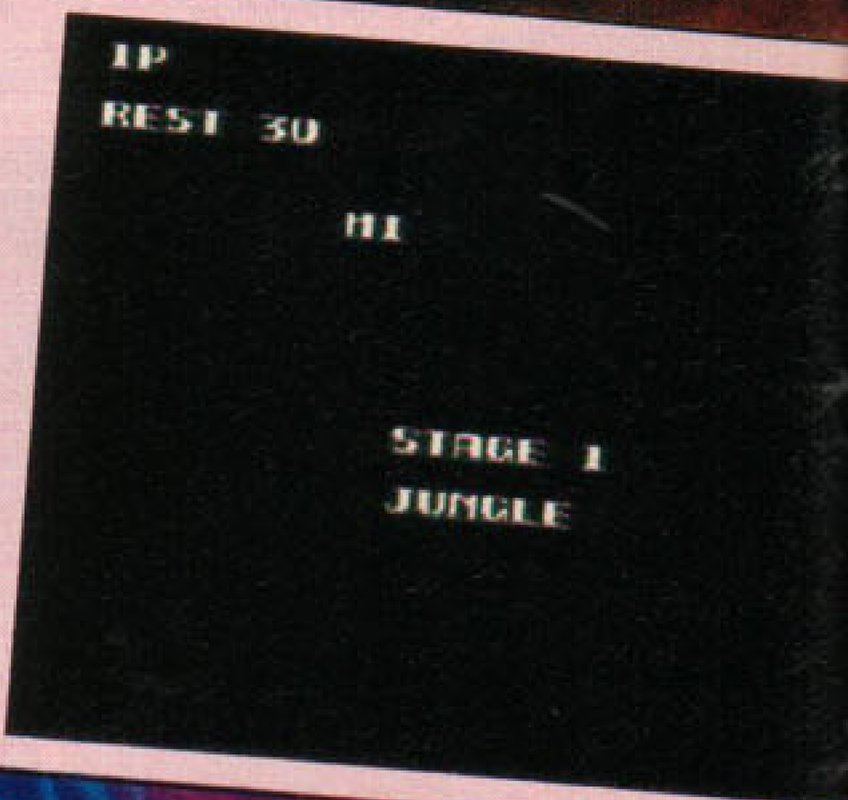
This is the password you get at the end of the game:

217298

Contra

30 free lives!

As soon as the title screen stops scrolling, quickly press the controller Up, Up, Down, Down, Left, Right, Left, Right, B, A, and then hit Start. You can also select two players and do the same trick.



```
1P
REST 30

        HI

          STAGE 1
          JUNGLE
```

Contra

Steal lives!

When you're killed hold down buttons A and B at the same time, and you'll join your partner on the screen!

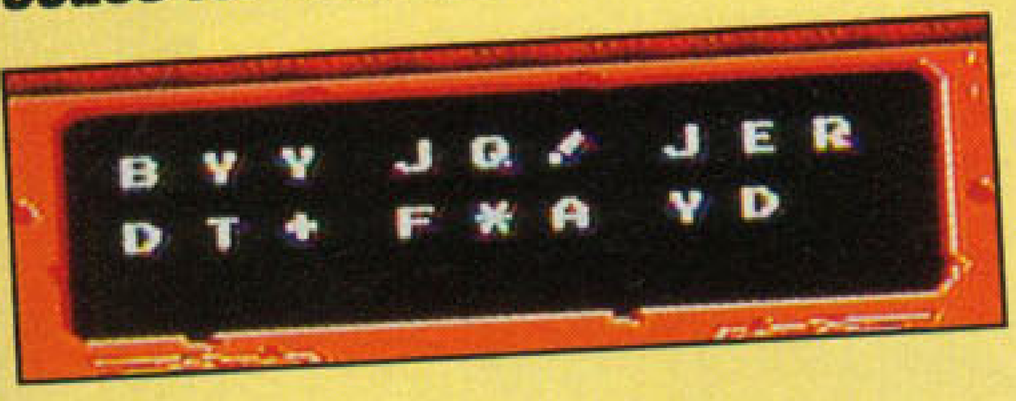
Burai Fighter

Passwords!

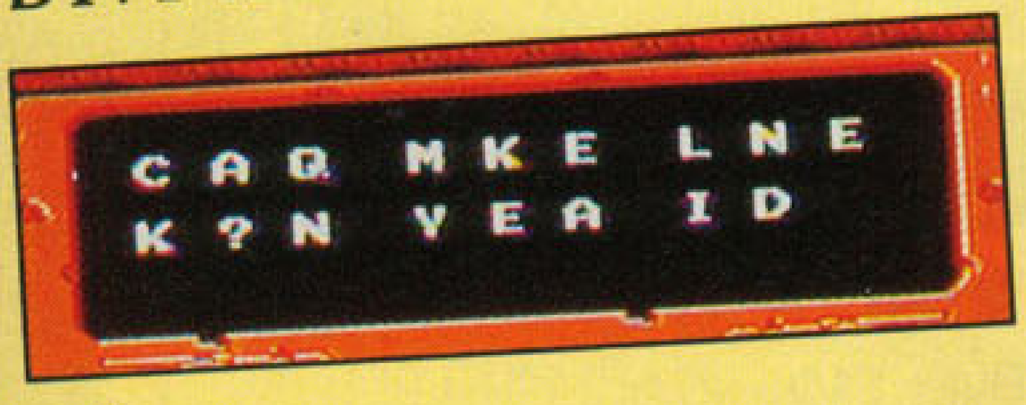
Stage Two:	BALL
Stage Three:	JOKE
Stage Four:	DOLL
Stage Five:	PAIL
Stage Six:	GOAL
Stage Seven:	GAME

Demon Sword

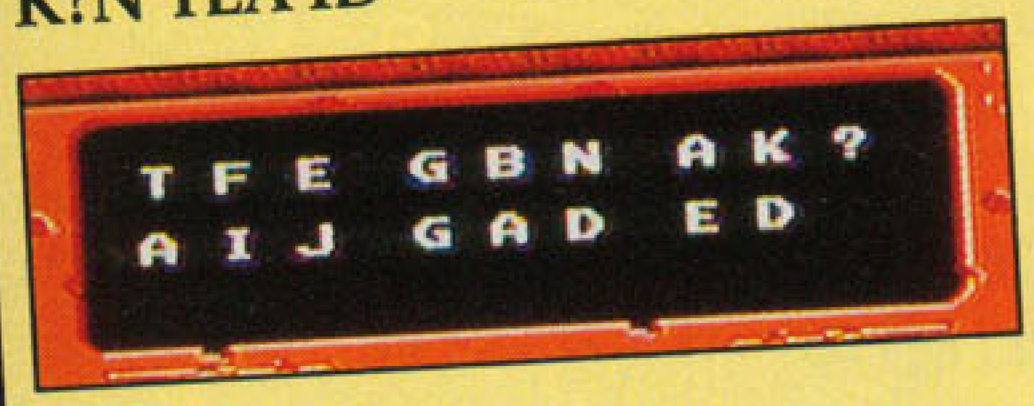
Codes for Each Level



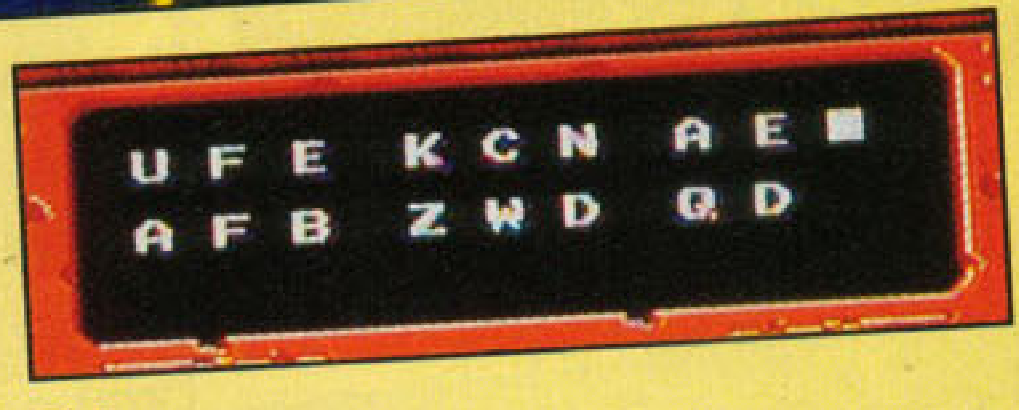
1-2
BYY JQ! JER
DT+ F*A YD



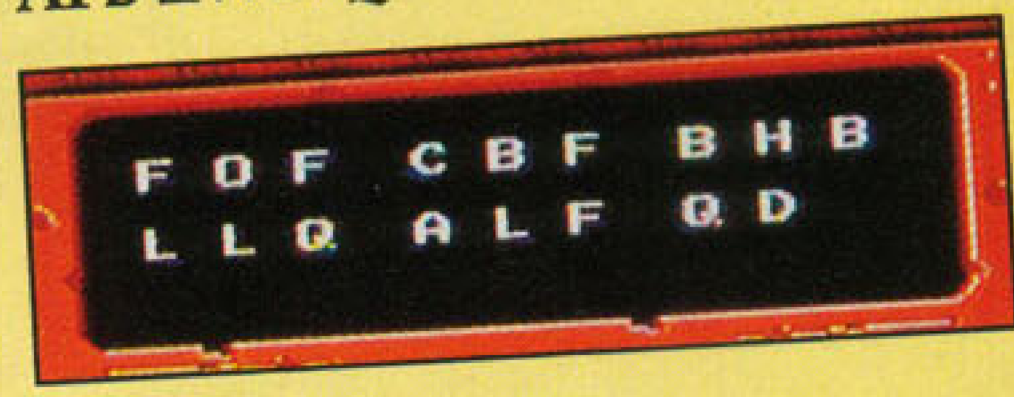
2-1
CAQ MKE LNE
K?N YEA ID



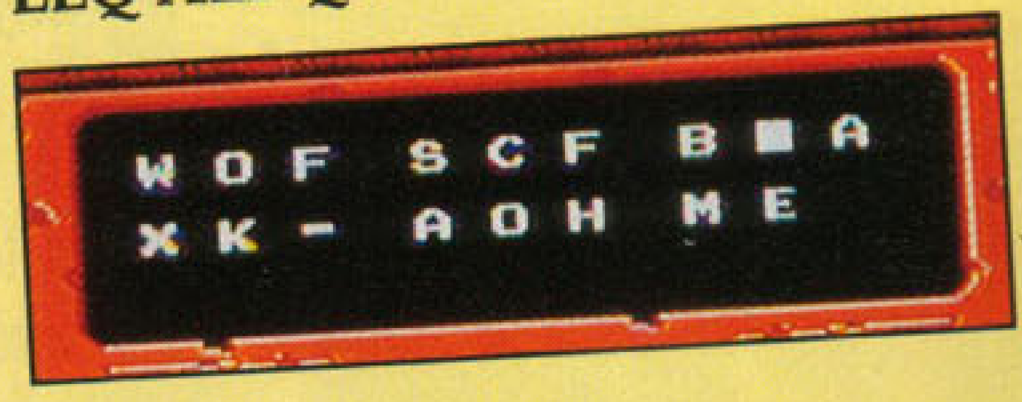
2-2
TFE GBN AK?
AIJ GAD ED



3-1
UFE KCN AE■
AFB ZWD QD



3-2
FOF CBF BHB
LLQ ALF QD



4-1
WOF SCF B■A
XK- AOH ME

Bubble Bobble

Get Killed Off?

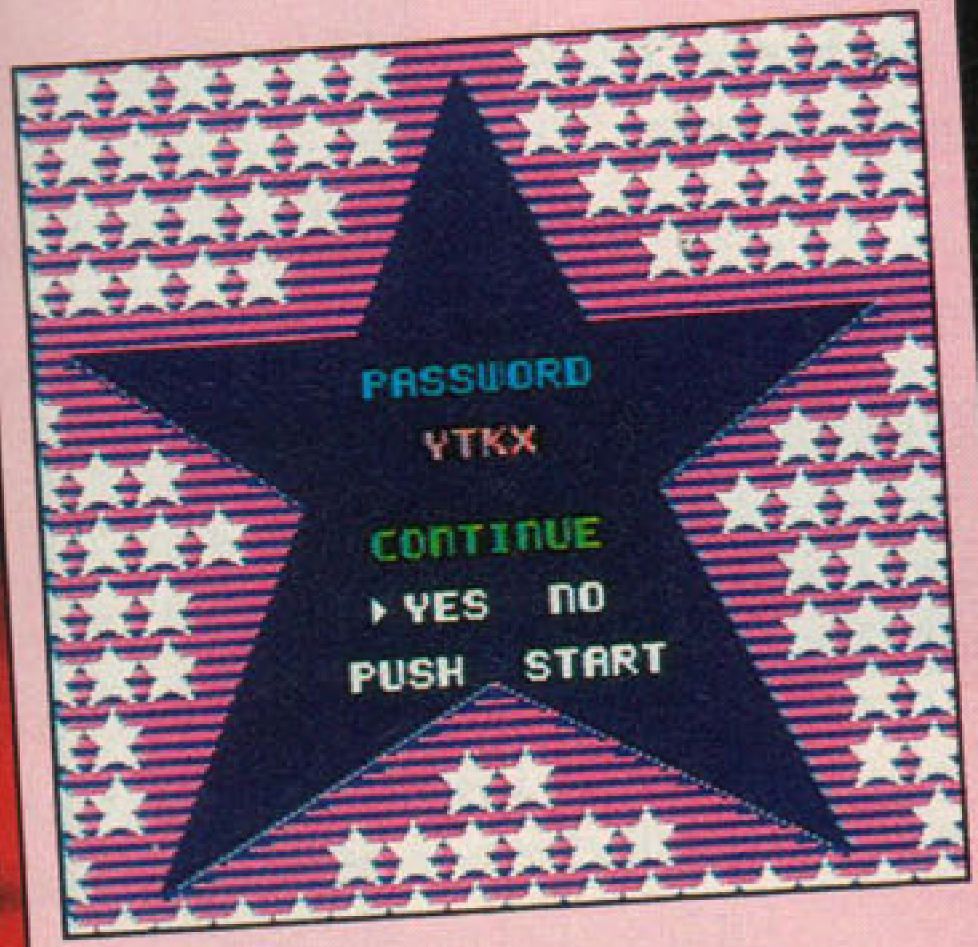
Steal lives from your playing partner! When you're in a two-player game and you get knocked off, take a life from your partner's reserves...press Start to pause, then press Select.

Bugs Bunny

Last Level Password

In Bugs Bunny's Crazy Castle, there are 60 levels. To get to the last level, when the Game Start/Password screen appears, input this code:

YTKX



AVOID THE NO-CARROTS SIGN! If you avoid it, you have a good chance of saving Honey Bunny!

Castle of Dragon

Use Your Experience Meter Wisely!

Destroying creatures increases the Experience Meter. Each time this meter fills up, both meters (Experience and Health) get larger. When Geraden dies, the Health Meter (Red) and the Experience Meter (Blue) keep their size. Allow Geraden to be killed after just a few stages and when you restart he won't have any trouble reaching the castle.

How to End Bubble Bobble

Two Endings

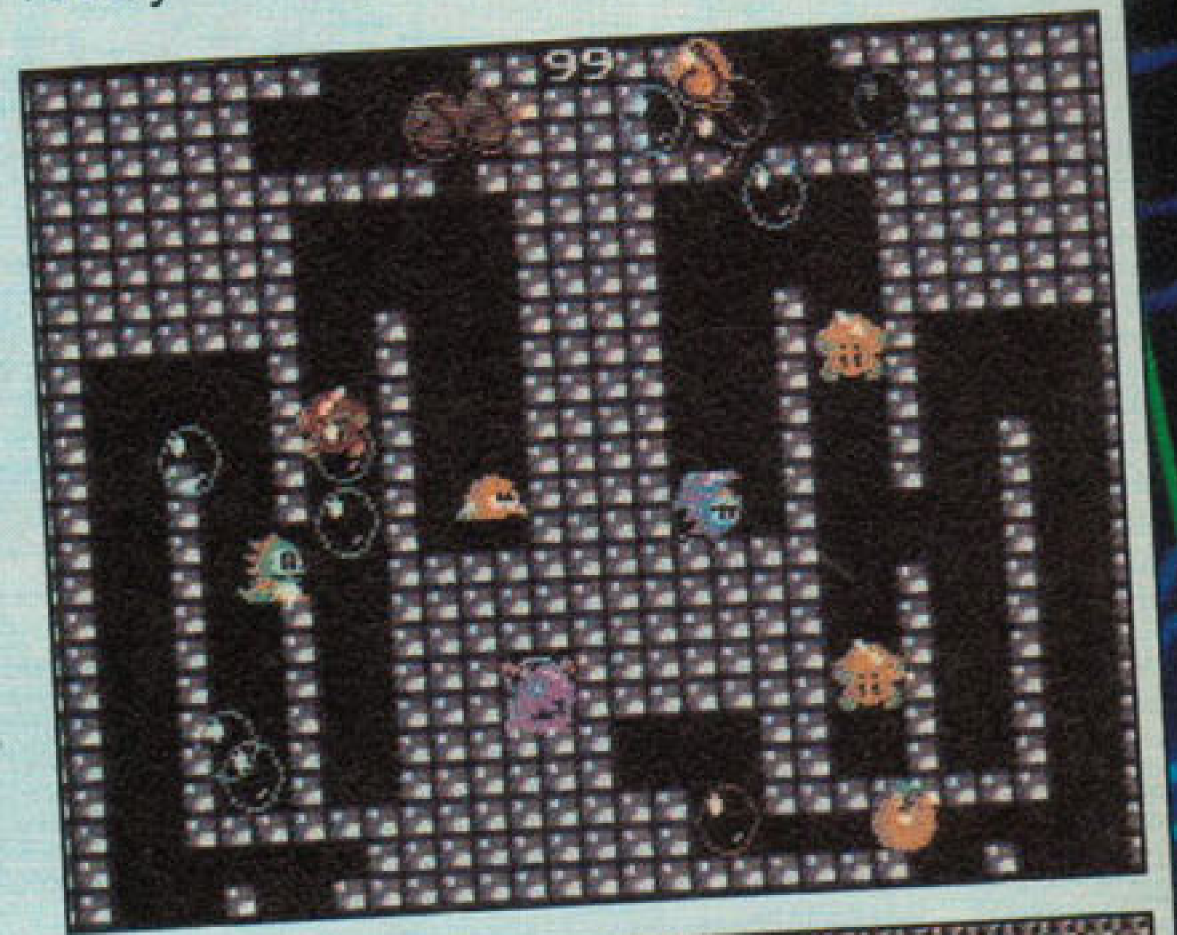
Did you know there are two endings to Bubble Bobble? If you went all the way to the end of this game, defeated Grumple Grommit and it said "Bad End", then you finished the game incorrectly. To correctly finish the game and see the other ending, you must be aware of the following:

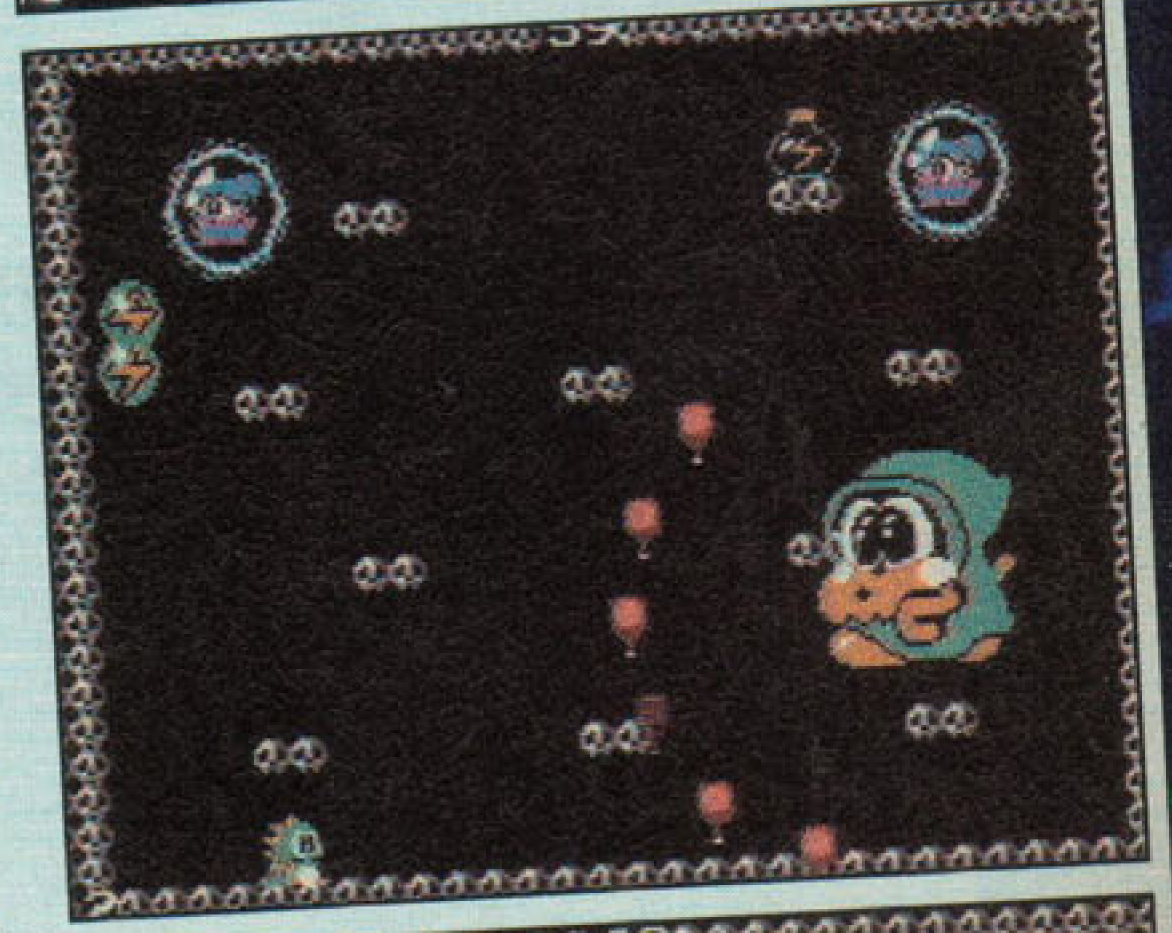
In room 99, quickly get the crystal ball when it appears near the top of the screen. This will cause a secret door to appear near the bottom of the screen. The secret door is guarded by an enemy.

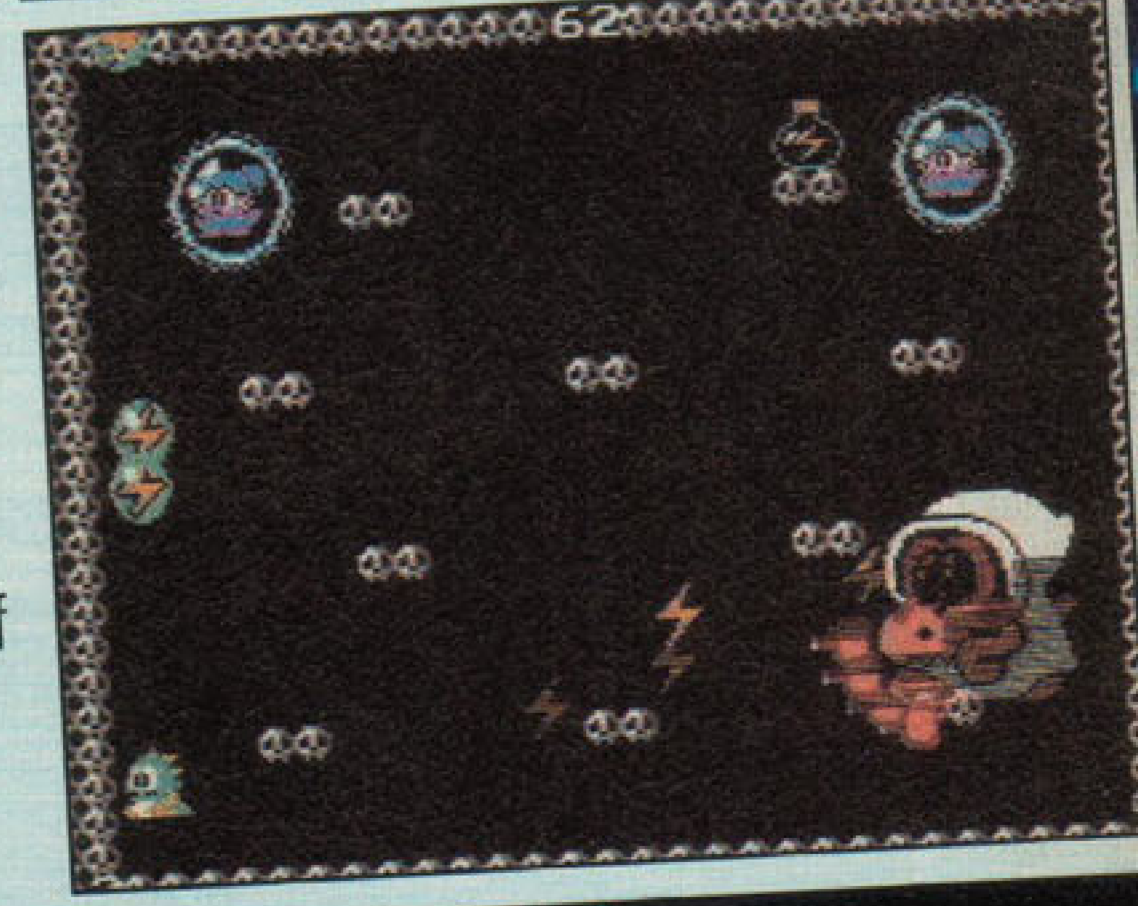
First, drop down from the top middle of the screen, float beside this enemy and quickly shoot and kill him. On the second pass, quickly touch the door before it disappears. If you carry out the above procedure correctly, you will advance to level A-O which is really room 100.

When you finish the 12th level after room 99, you face a show-down with Grumple Grommit. The first thing to do on this final round is jump to the top of the screen and grab the Drug of Thunder Jar. Next, fall to the bottom of the screen and dodge the enemies' shots by skillfully moving left and right. To damage Grumple Grommit, face the wall in either bottom corner of the screen, then rapidly start blowing bubbles into the wall. When the bubbles touch the wall, they will pop and release a bolt of thunder. Each bolt inflicts one point of damage to Grumple Grommit on contact.

It takes 80 shots to imprison Grumple Grommit in a giant bubble. But wait! Before you pop him, pause the game and press SELECT, then unpause and kill Grumple Grommit. For this trick to work correctly, you must have at least one dino-might in reserve. After all this is done, you will finally see the first ending. Are you ready for Super Bubble Bobble?







Double Dragon II

Extra Lives!!

P1
HI SCORE
P2
012560
012560
000000

To start out with seven lives, begin a Two Player game (2P play B). Next, beat up Jimmy and kill him off! Each time you take one of Jimmy's lives, you'll gain a life yourself. This lets you start with seven lives!

Dragon Warrior

Find the Silver Harp!

The grave of Gerin holds the Silver Harp. Use a magic key to enter the large building in the north part of Garinham. The entrance leading to the grave is along the north wall of the building, three spaces from the west wall (in the darkness!). You'll find the Silver Harp on the fourth level of the dungeon.

NINTENDO TIPS·TACTICS HOT PASSWORDS

Fester's Quest

Turn Off the Music

Tired of the music? How about sound FX mode only? Just purposely ram Uncle Fester into a wall, fire rapidly, and press Select to pause. Then unpause immediately afterward to turn off the music. To turn the music back on, pause and unpause without firing!

Dragon Warrior

Find Erdrick's Armor

You'll find Erdrick's Armor buried under a tree behind a shop in the east part of Hauksness. This armor is one of the most important magic items your character can own. It protects you from force fields, the poisonous thorn marshes, and heals one hit point for every step taken.

Fester's Quest

Manual Changes!

Here are a few things from the Fester's Quest manual that Sunsoft would like to clarify:

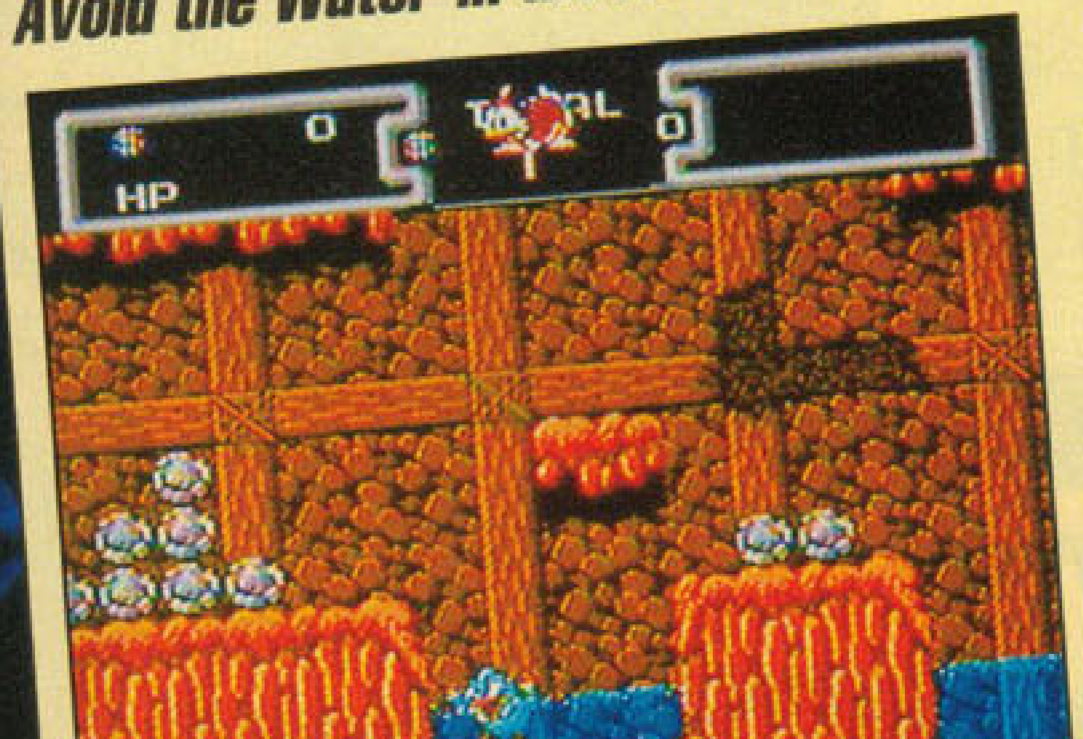
1. At the start of the game you don't automatically have the whip! To get the whip you've got to defeat McWimpie, and then head to the house where Morticia is. There you'll find the whip.

2. In the game manual Vise Grips is spelled incorrectly. It should be Vise Grips and not Vice Grips!!

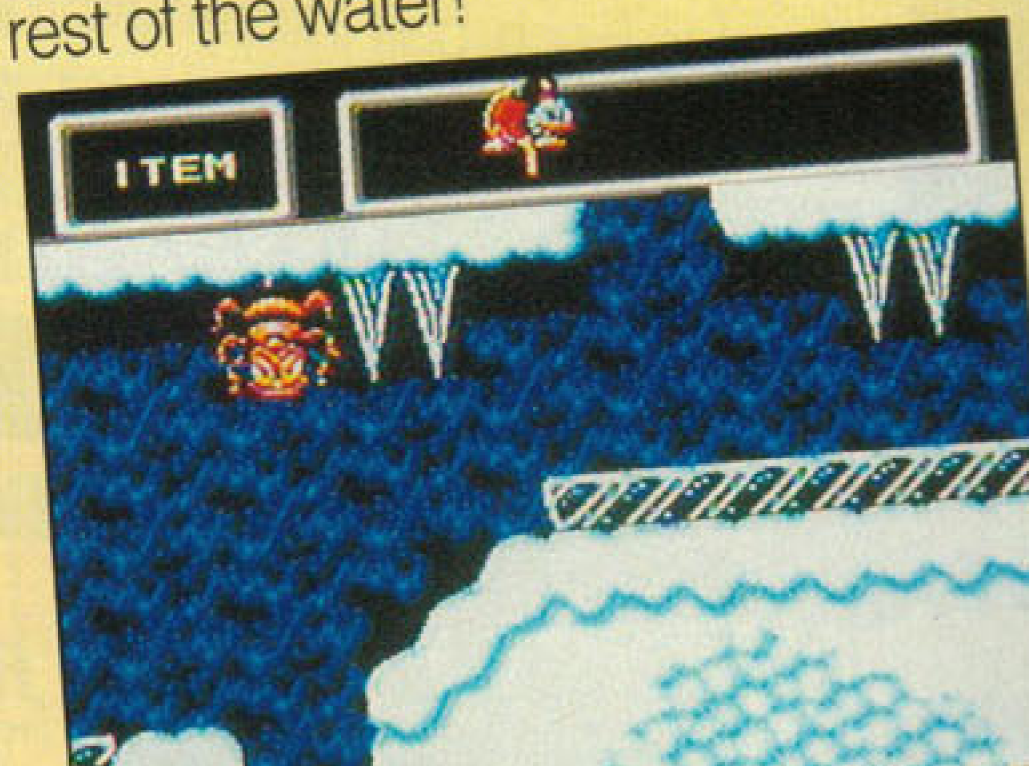
3. You can only increase your health one unit at a time! To receive the third unit enter the house off the path and pierce a dead end wall. (See the March 1990 issue of GamePro). You'll receive the fourth unit by going around the back of the families' house and through the bushes to the home.

Duck Tales

Avoid the Water in the African Mines



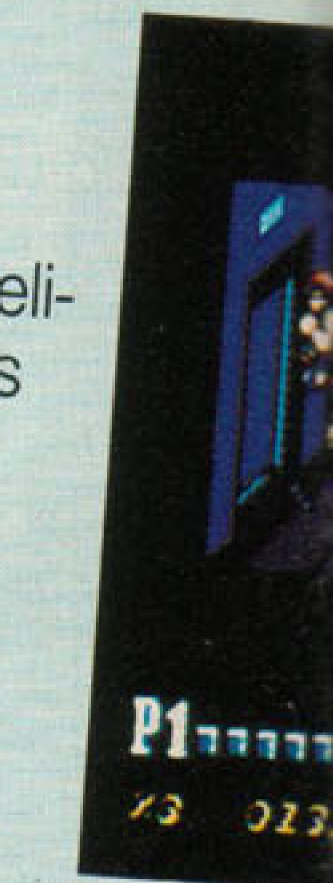
To avoid the water climb all the way down the ropes as usual. When you reach the water jump on the first monster to reach the next piece of land. You'll notice that on the edge of this land you can jump higher than you can in the center. Now, using your Pogo Jump, jump up and move to the right. You'll avoid the rest of the water!



(Try this same procedure anywhere you can jump up high enough. Jump up here, move to the left and go up the rope! - Ed.)

Double Dragon II

Don't Get Sucked Out!



In Mission Three when the helicopter door opens and starts to suck you out press the Pause button, count to three seconds, and unpause. The door will close!

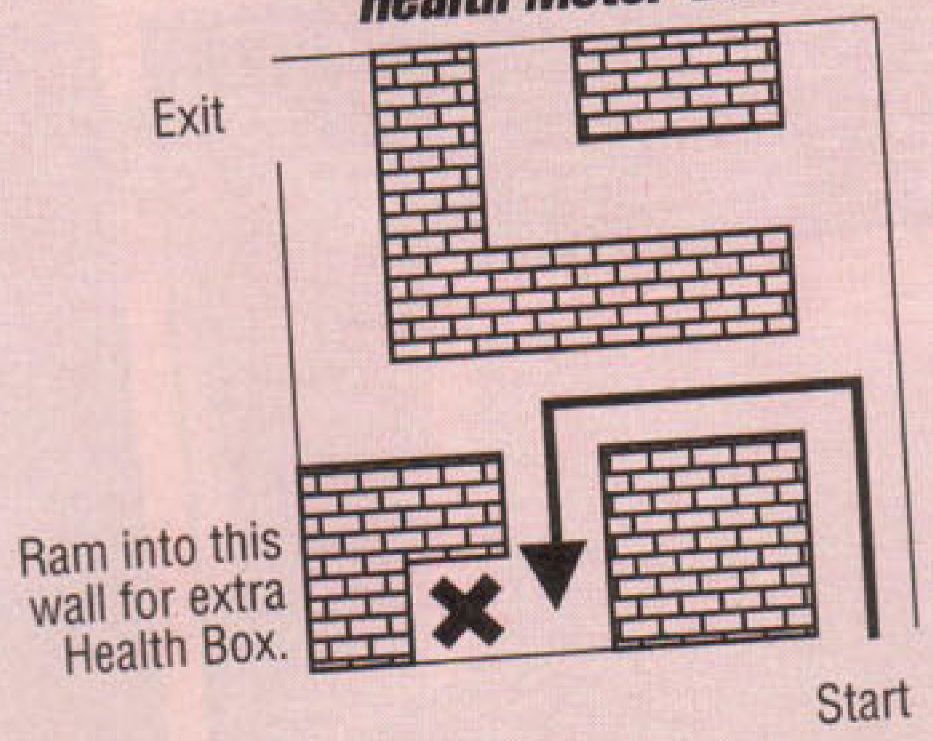
HI SCORE P2
023150 x2 005050

Fester's Quest

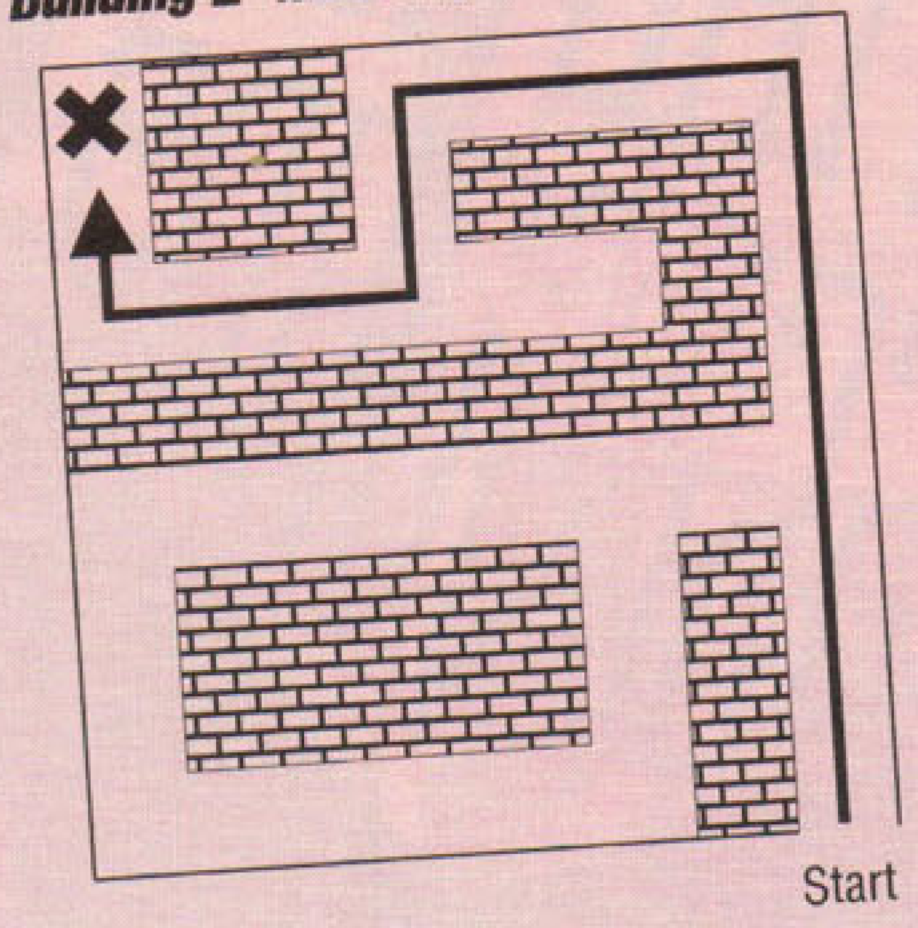
By the Eliminator

Building Maps to Enemy Bosses

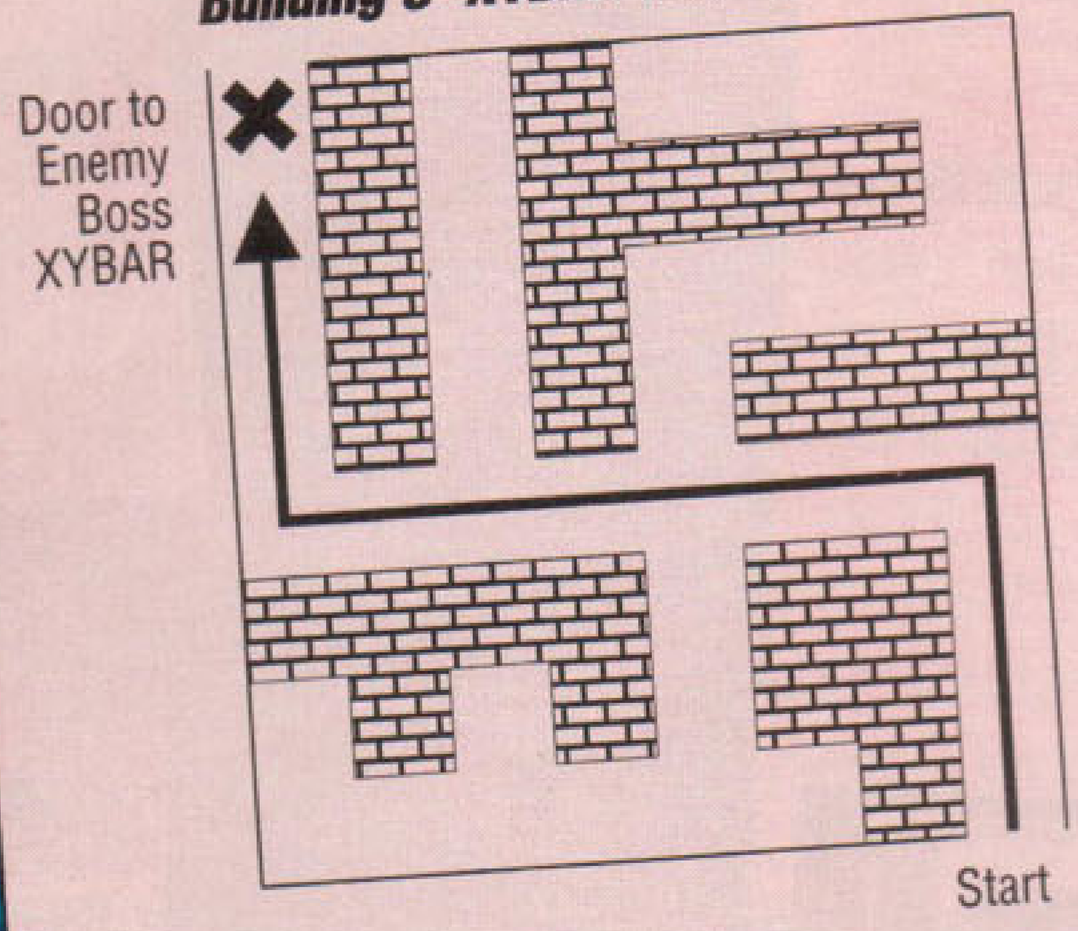
Building 1–Hidden Extra Health Meter Box


Exit
Ram into this wall for extra Health Box.
Start

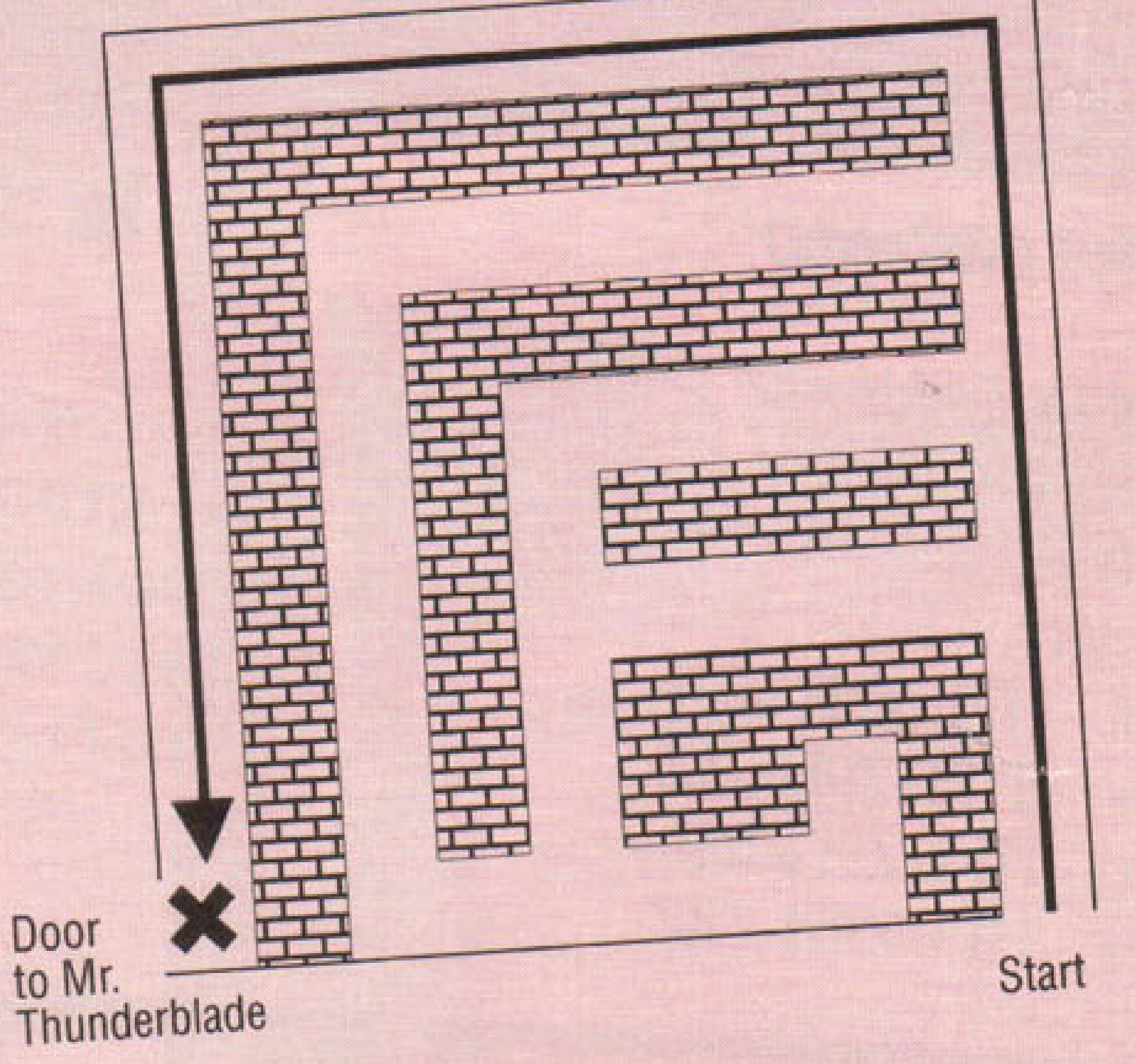
Building 2–McWimpie (Enemy Boss)



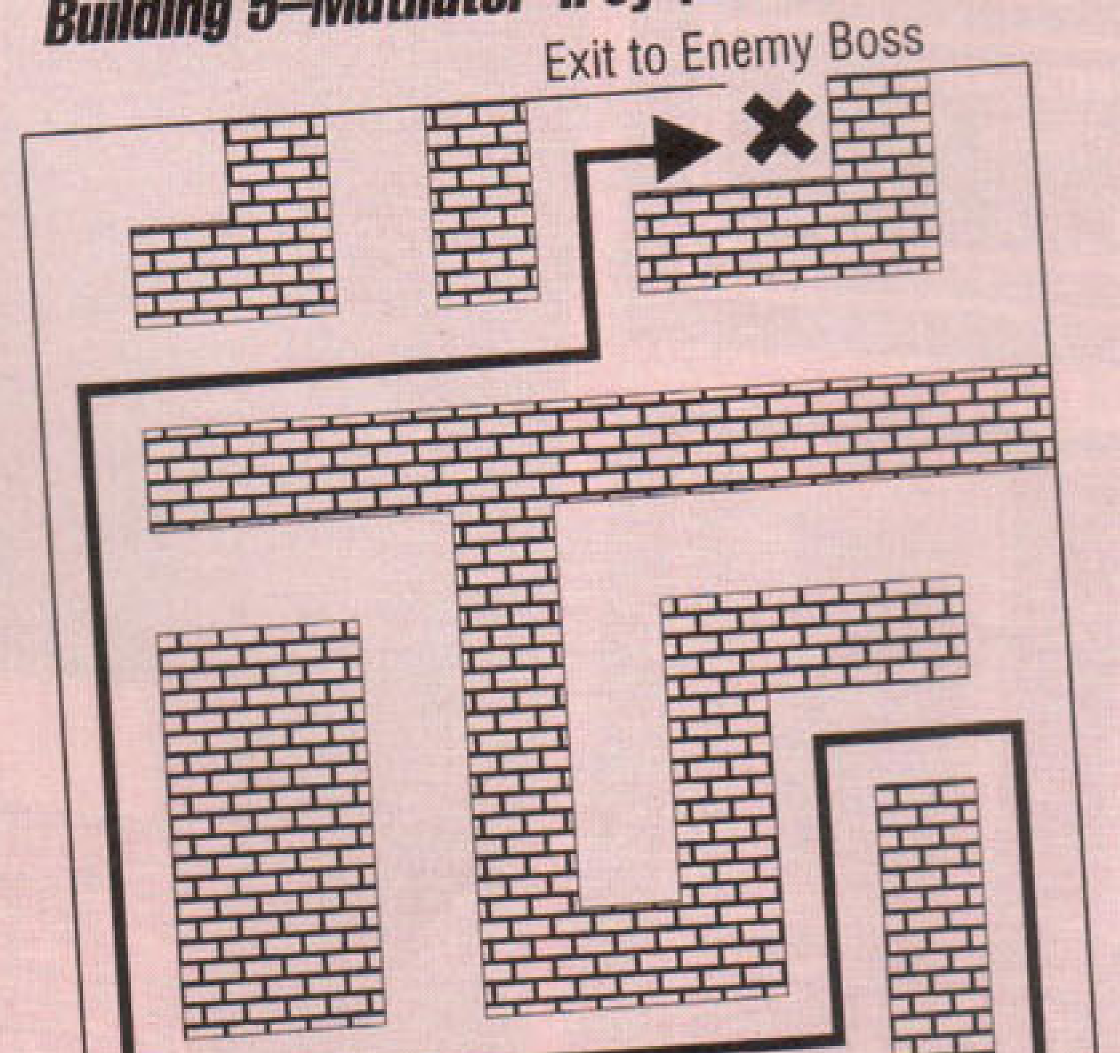
Building 3–XYBAR (Enemy Boss)


Door to Enemy Boss XYBAR
Start

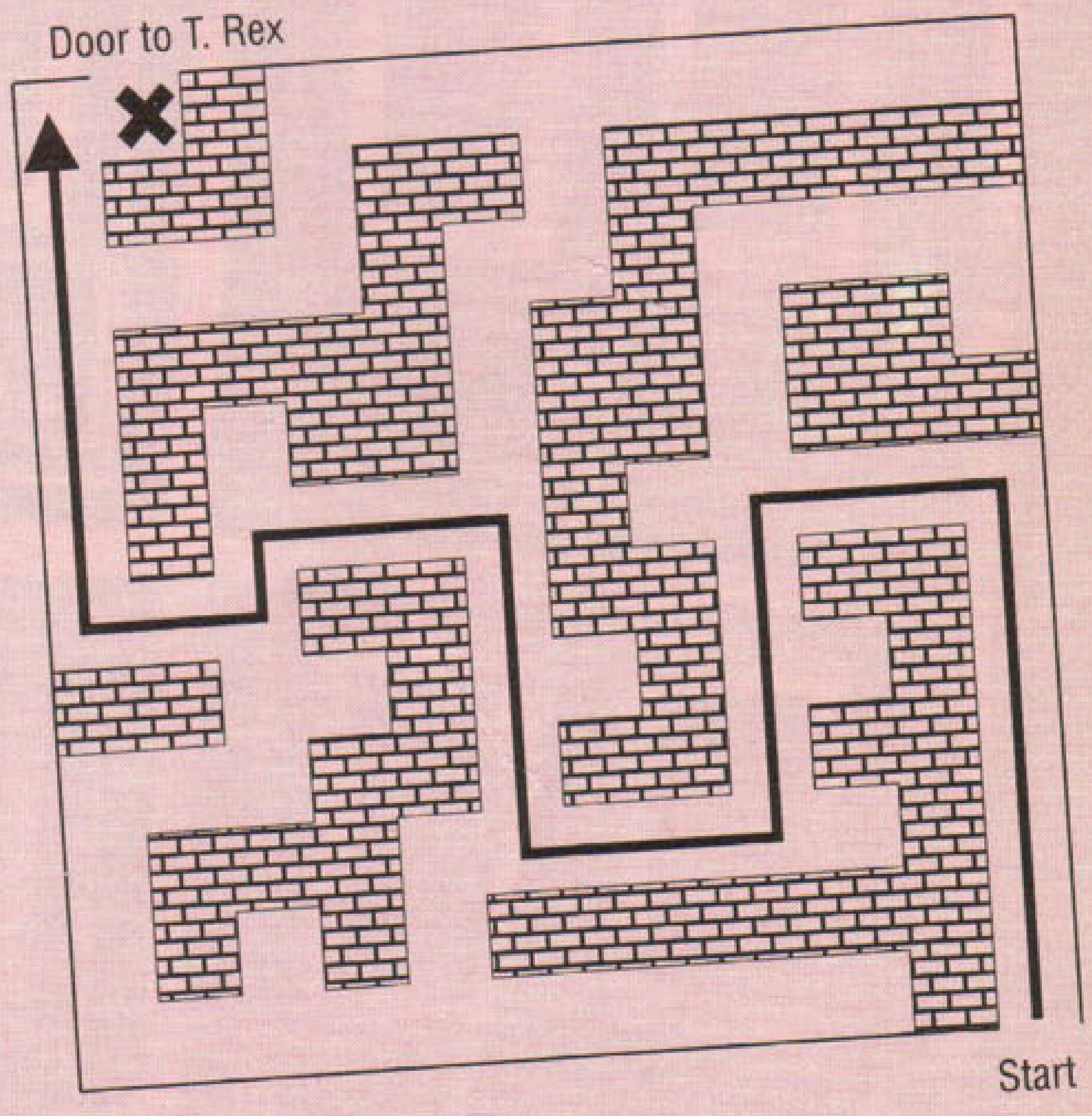
Building 4–Mr. Thunderblade (Enemy Boss)


Door to Mr. Thunderblade
Start

Building 5–Mutilator Troy (Enemy Boss)


Exit to Enemy Boss
Start

Building 6–T. Rex (Enemy Boss)

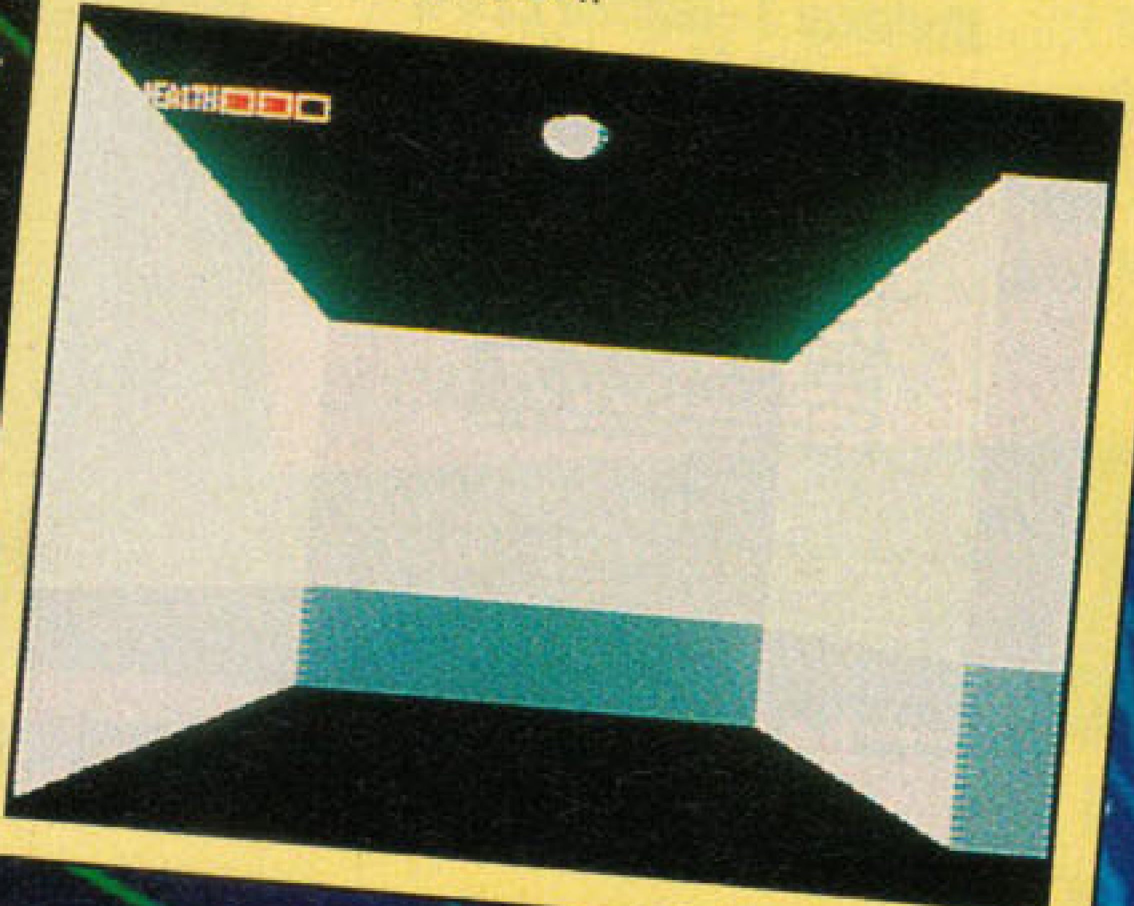

Door to T. Rex
Start

NINTENDO TIPS·TACTICS HOT PASSWORDS

Fester's Quest

Find the Health Container Box

In the first building there is no enemy boss. But if you look hard enough inside and clumsily ram into a dead end, you'll uncover a hidden health meter box!



SCORE
0000000

Gauntlet (Nintendo)

Souped-Up Codes

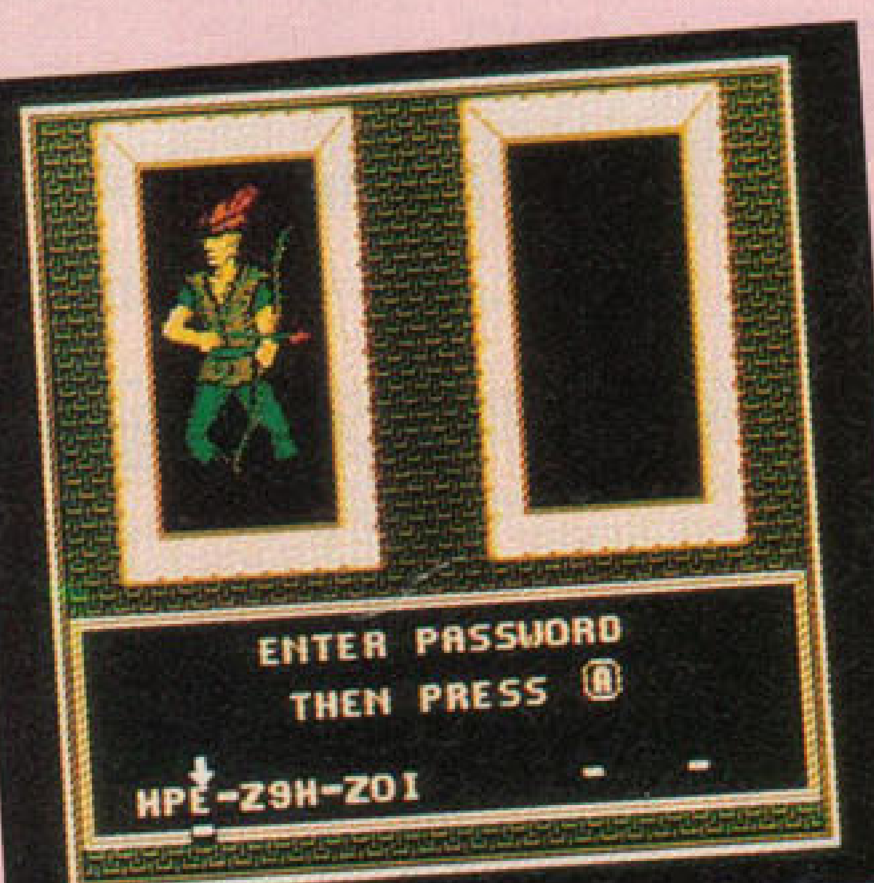
Here are some super codes that start you off with "souped-up" characters in Room 5:

The Elf - **HPE-Z9H-ZOI**
Valkyrie - **HPE-Z9H-ZIZ**
Wizard - **HPE-Z9H-ZZI**
Warrior - **HPE-Z9H-ZZZ**

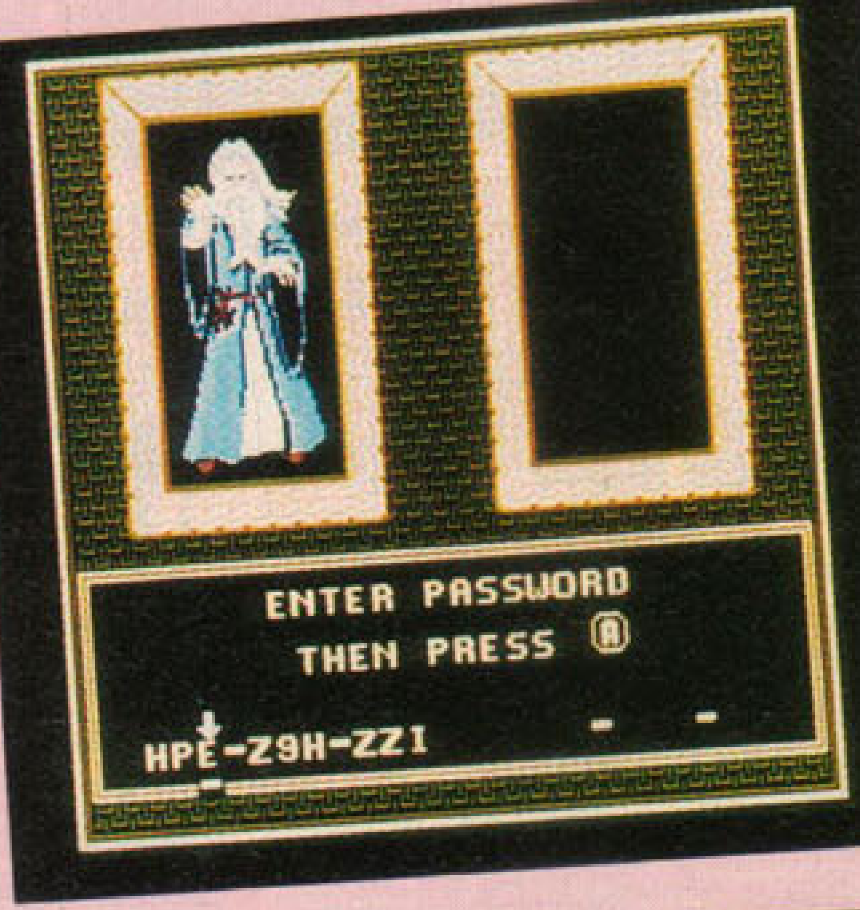
The final combination code is

KUNPCDIA

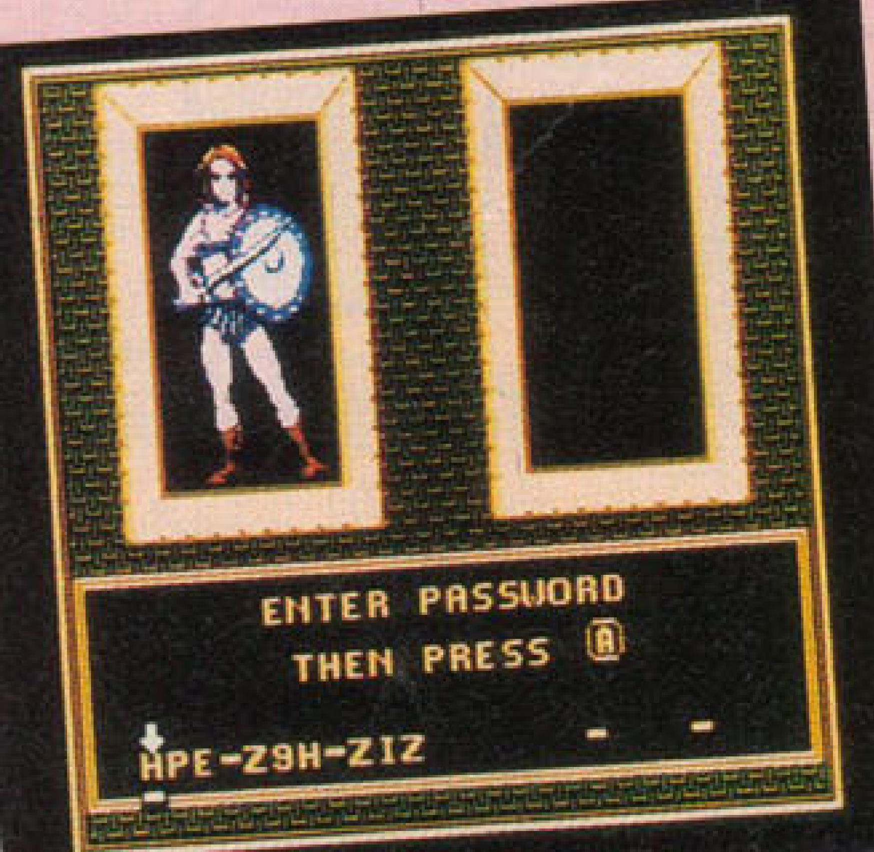
for the previous codes. This works for all the passwords that begin with H.



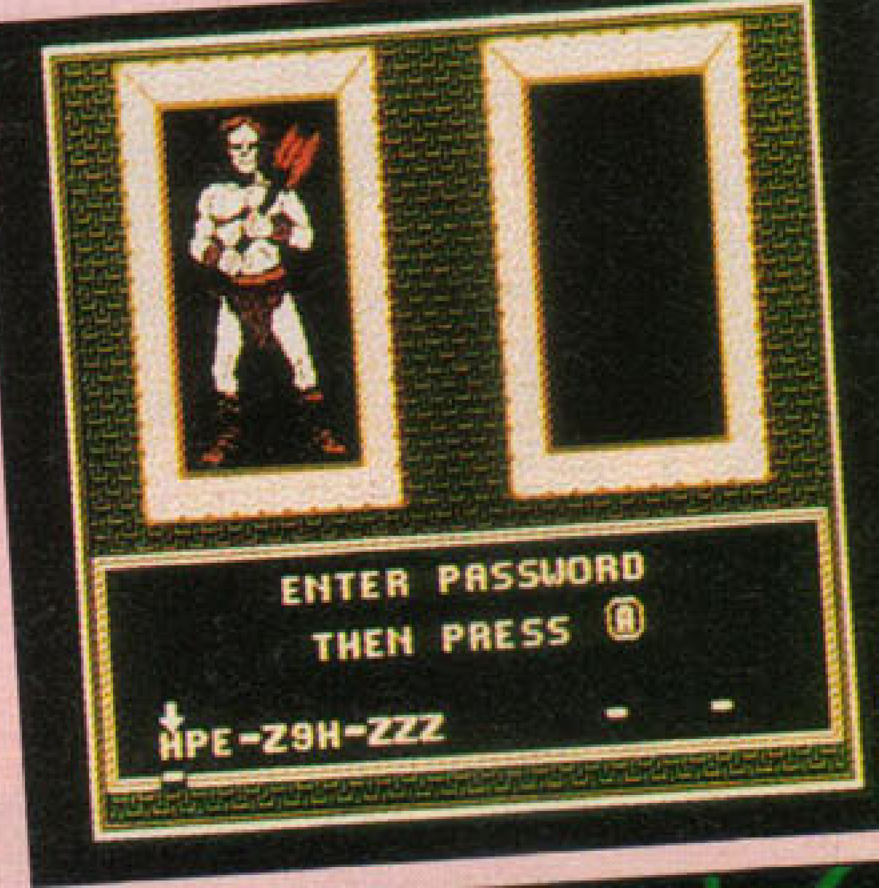
ENTER PASSWORD
THEN PRESS Ⓐ
HPE-Z9H-ZOI - -



ENTER PASSWORD
THEN PRESS Ⓐ
HPE-Z9H-ZZI - -



ENTER PASSWORD
THEN PRESS Ⓐ
HPE-Z9H-ZIZ - -



ENTER PASSWORD
THEN PRESS Ⓐ
HPE-Z9H-ZZZ - -

Iron Tank

Passwords

Here are two codes that let you see the higher areas:

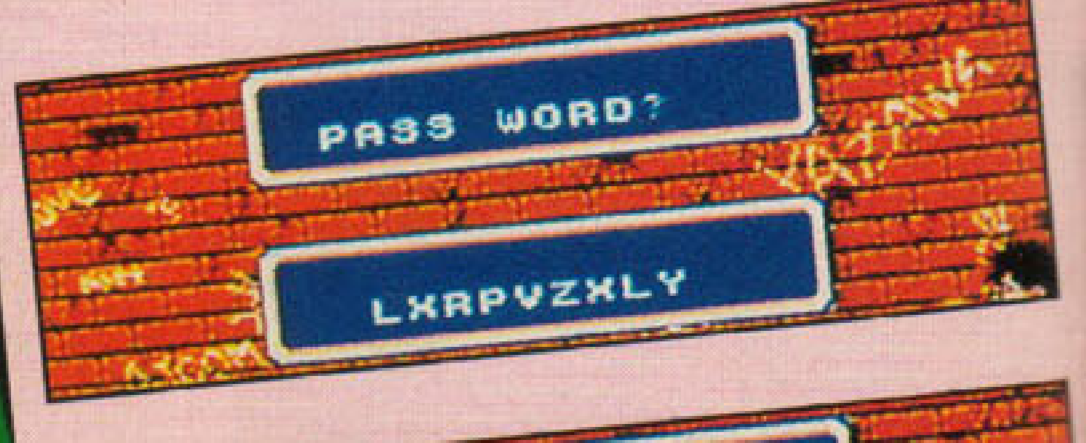
6276064
2110944 /

Goonies II (Nintendo)

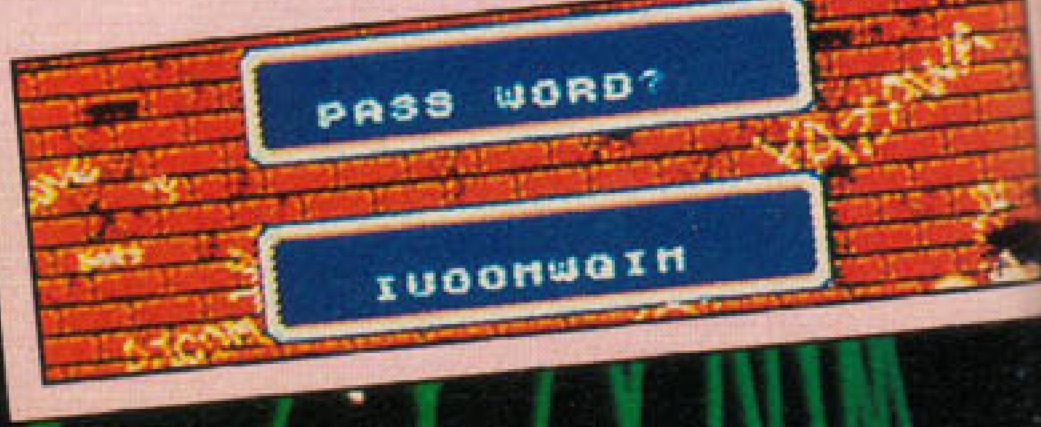
Save Annie!

It's easier to save Annie if you have all the implements and si Goonies rescued (you still need to find the water hole on your own)...here's the code:

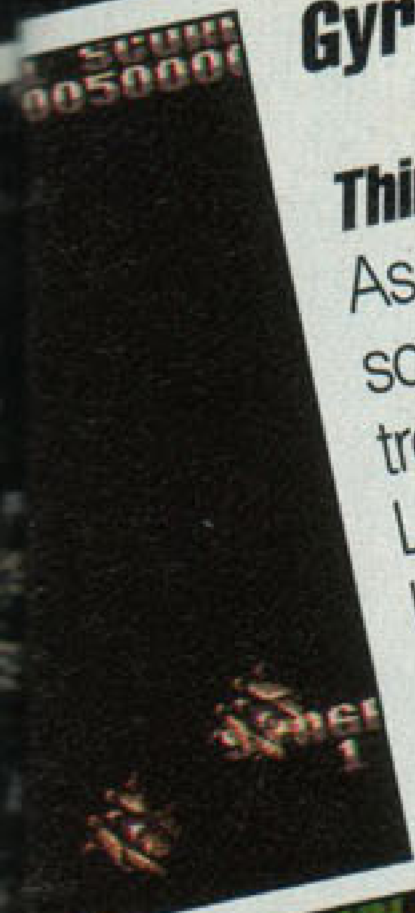
Y' ' " ↓'U 'S" 3"CR



PASS WORD?
LXRPVZXLY



PASS WORD?
IUOOMWQIM



Gyruss

Thirty Free Lives!
As soon as you see the title screen, quickly press the controller as follows: A, B, Right, Left, Right, Left, Down, Down, Up, Up, Start. This trick must be done before the title screen disappears.

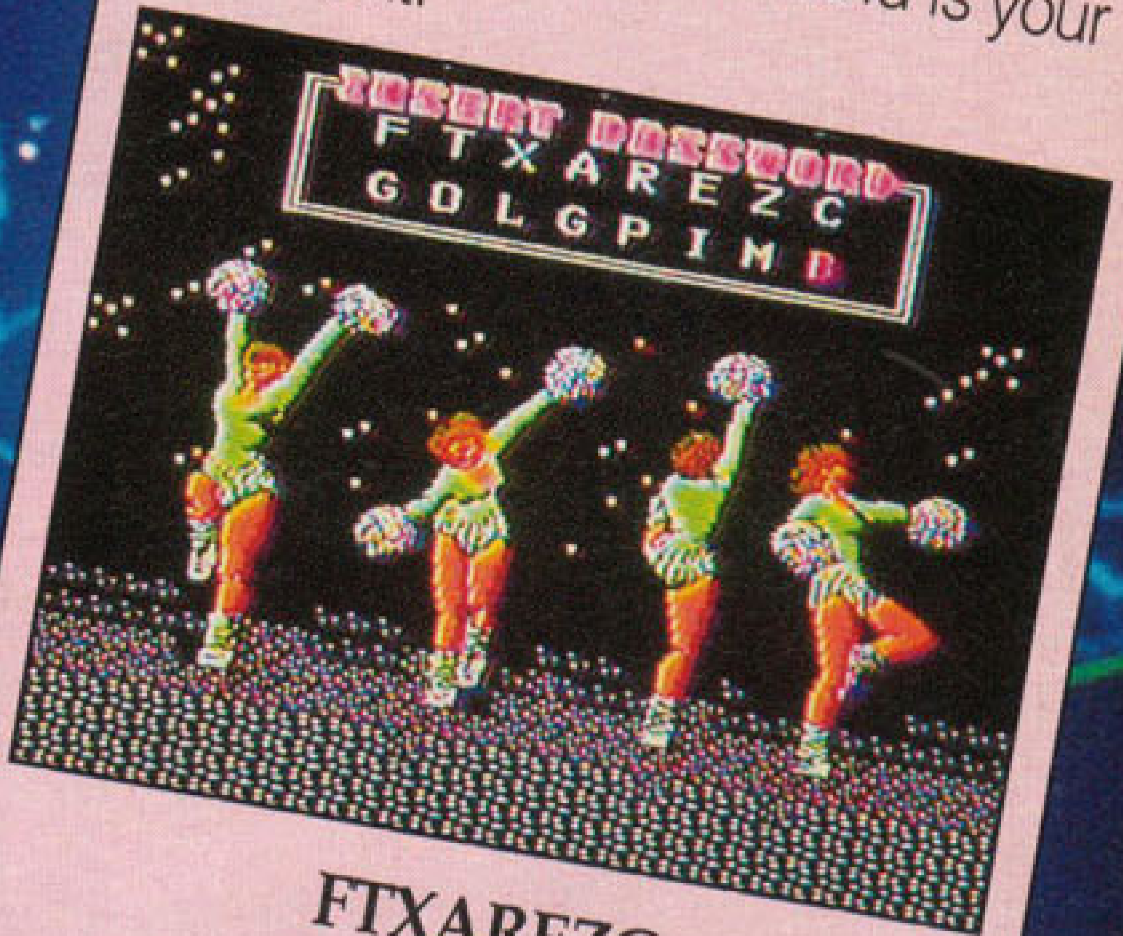
Godzilla

Go Right to the Last Battle!
To go straight to the last battle of the game type in:

DESTROY ALL MONSTERS

Goal

Password!
Here's a password that starts you in the finals as USSR. Holland is your opponent.



INSERT PASSWORD
FTXAREZC
GOLGPIMB

FTXAREZC
GOLGPIMB

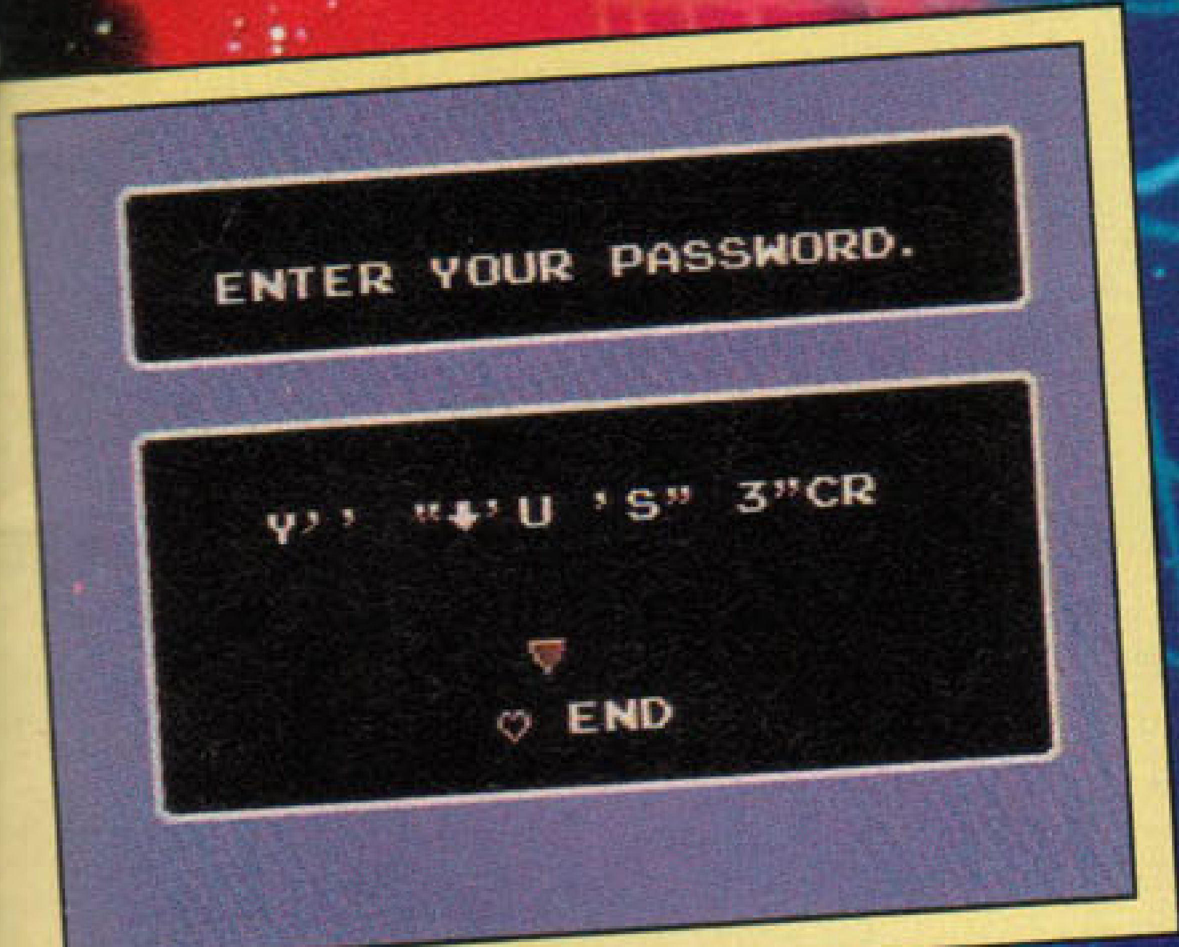
Flying Dragon

Password
To head straight to the World Championship, type the password **BAAA.**

Gradius

5000
SPEED UP
DOUBLE
LASER

Power-Up
Start with a Shield, Two Options, and One Speed! When you begin the game, press Pause, then press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and Start. You can only use this trick once for each level. To start where you last died, press Down, Up, B, A, B, A, B, A, and Start.



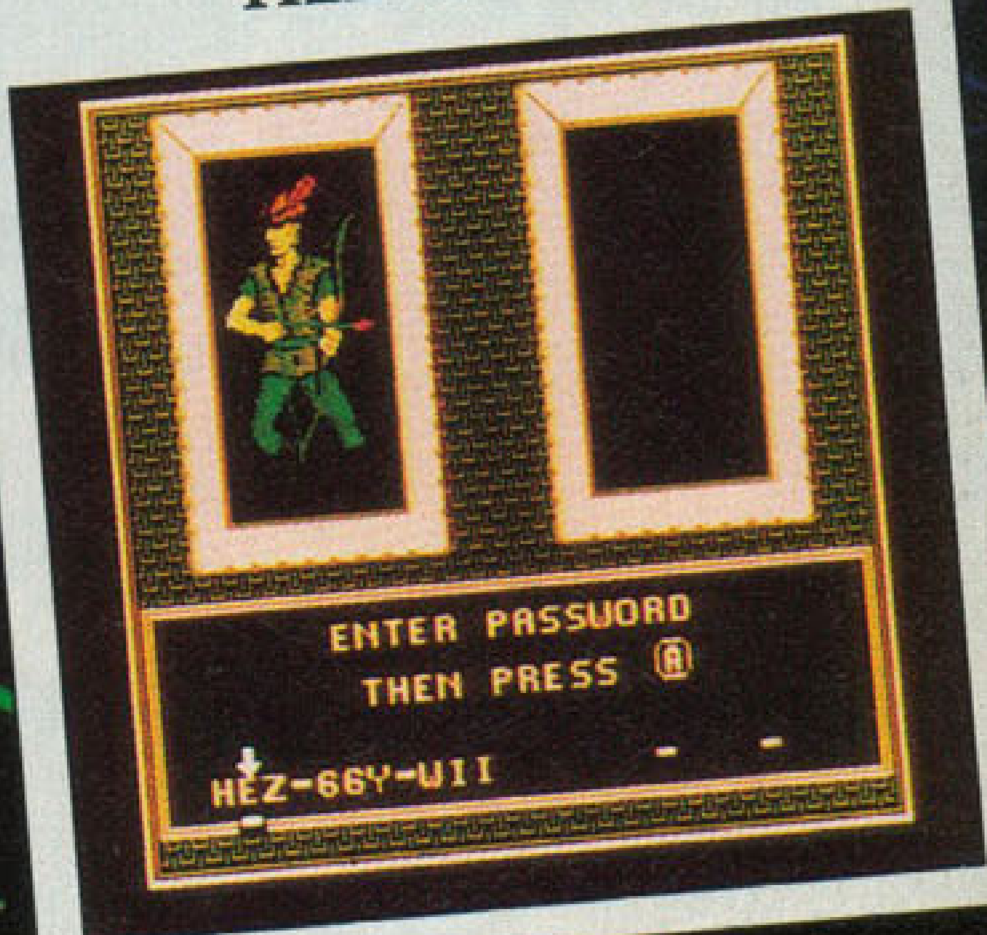
ENTER YOUR PASSWORD.

Y’’ "⬇'U 'S" 3"CR

♡ END

Gauntlet

Password
Here's a hot code that starts you in Room 79 with the Elf:
HEZ-66Y-WII



ENTER PASSWORD
THEN PRESS Ⓐ
HEZ-66Y-WII

Gauntlet

Hidden Warps
Have you found the hidden warps? They are on Levels 1, 5, 79, and 94. To make the warp exits appear, shoot all the walls in the maze until you find them.

599
0 0
01
EXIT

oops

asswords
se these codes, beat the teams, nd you'll see an ending on Hoops.

2 Players vs. Computer
LXRPVZXLY
1 Player–2 on 2–vs. Computer
IUOOMWQIM

NINTENDO TIPS-TACTICS HOT PASSWORDS

Ironsword

IRONSWORD
WIZARDS & WARRIORS II
PRESS START TO PLAY
©1988 RARE LTD

Password Trick

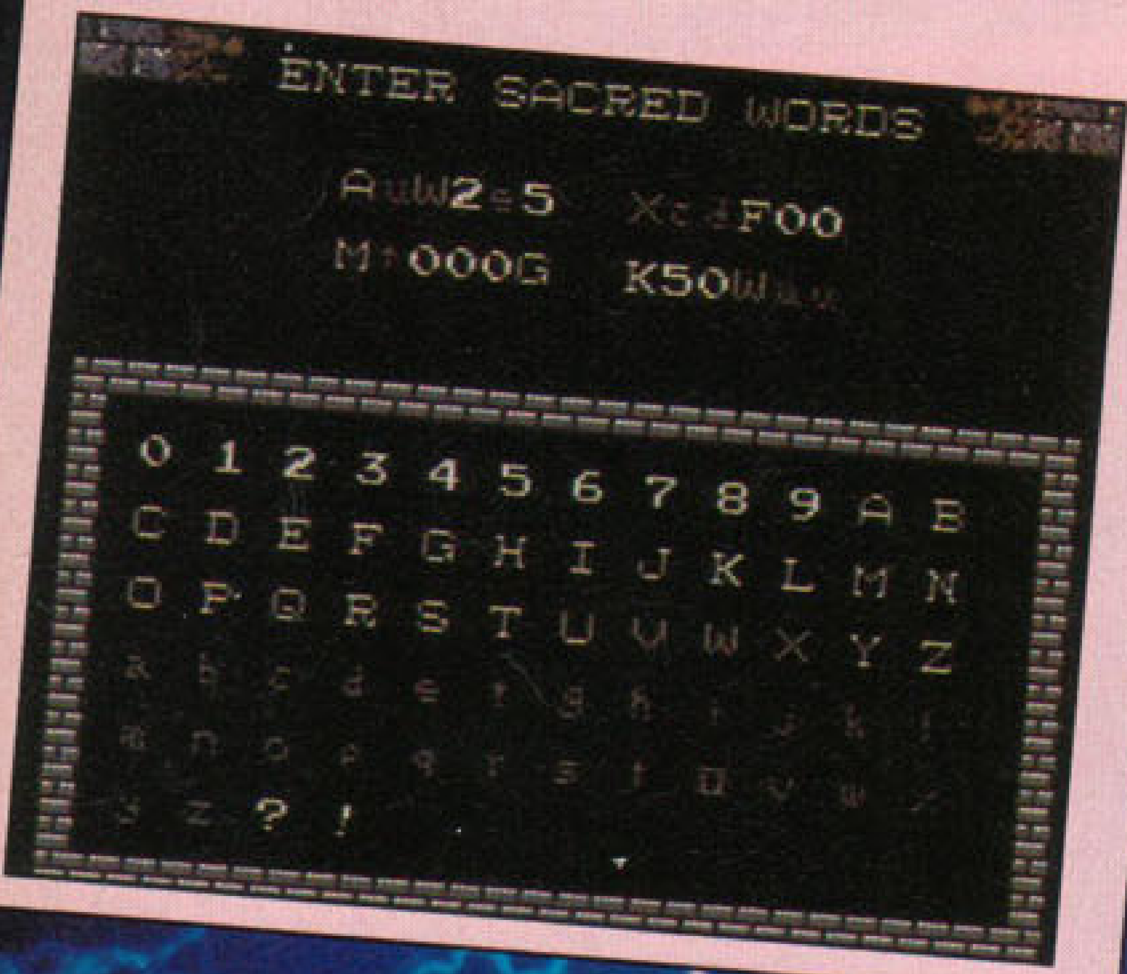
To get three lives on a level like the Ice Fire Mountain, type the letter "N" in place of the 5th character in your password. Enter all of the rest of the letters in your password in exactly the same order that they were originally. Now you'll begin with three lives.

Kid Icarus

Last Level Password!

This password takes you to the last level to defeat Medusa with 9,999,999 points:

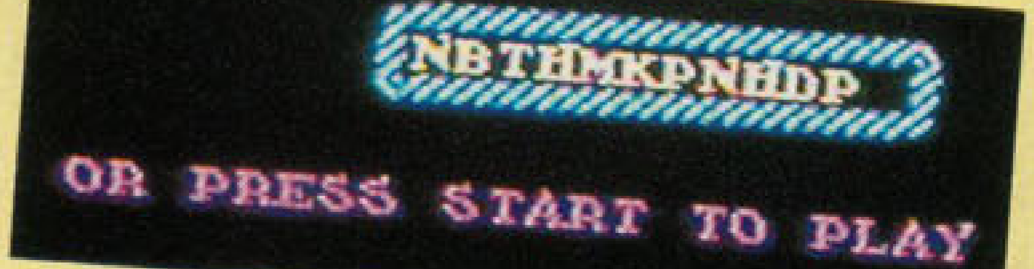
AuW2e5 XcdF00 Mt000G


ENTER SACRED WORDS
AuW2e5 XcdF00
Mt000G K50W

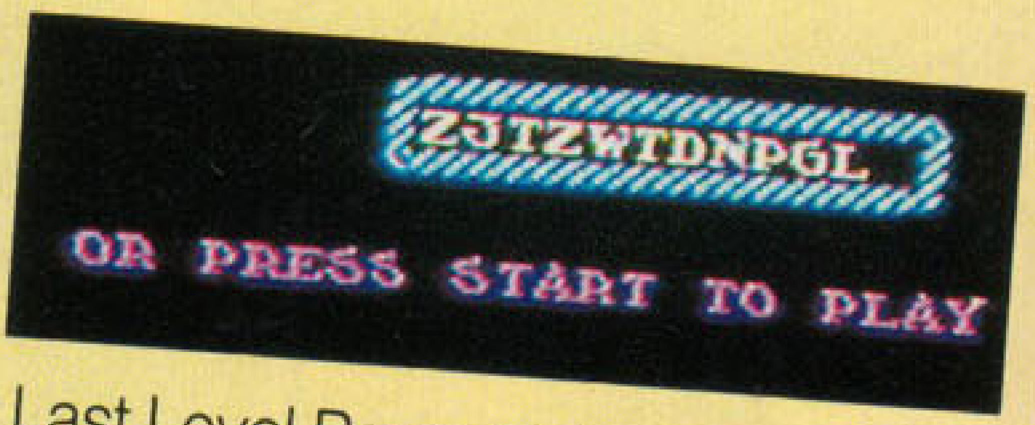
Ironsword

Passwords!

Here are two passwords for Ironsword!

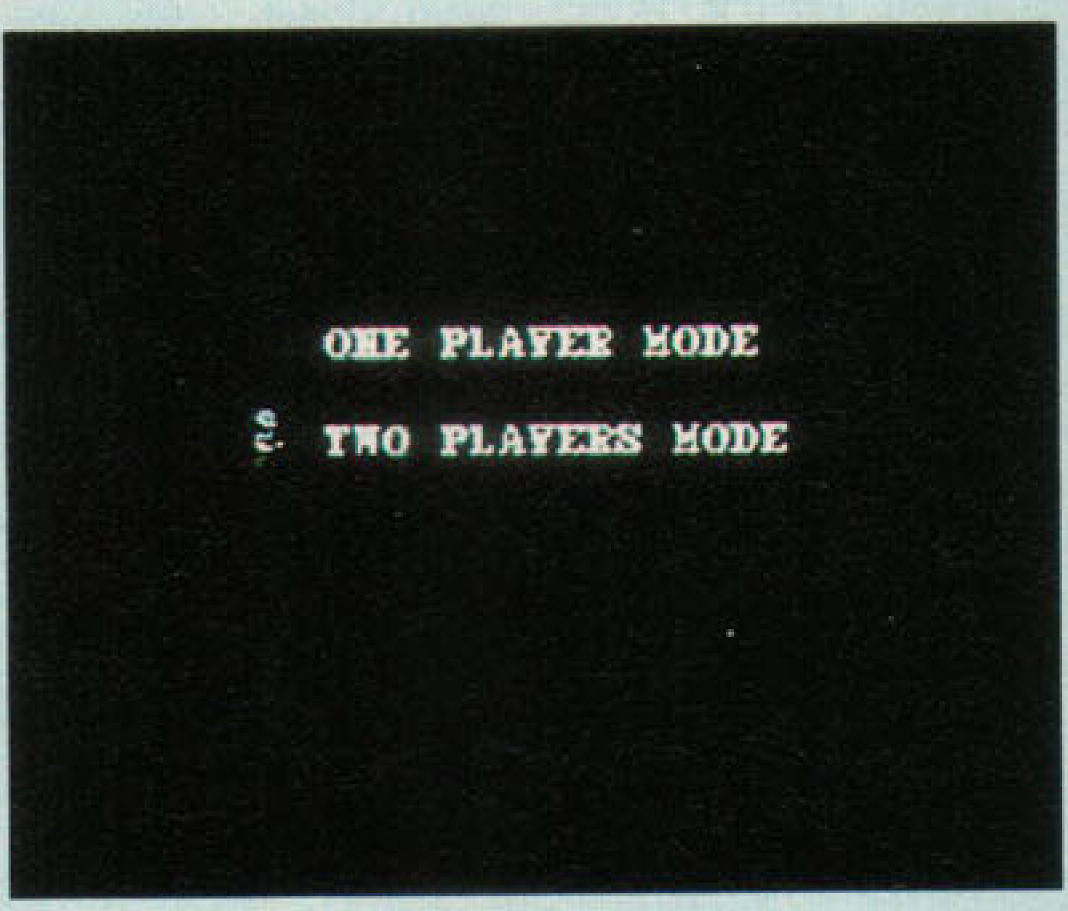

NBTHMKPNHDP
OR PRESS START TO PLAY

Water Level -
NBTHMKPNHDPZ


ZJTZWTDNPGL
OR PRESS START TO PLAY

Last Level Password -
ZJTZWTDNPGLW

Guerrilla War


ONE PLAYER MODE
TWO PLAYERS MODE

Stage and Difficulty Select

During the one player, two-player screen, push and hold A and Start. After the screen switches, use left and right to choose levels 1 through 9. After selecting your level, push Down and choose Easy, Normal, or Hard.

Karnov

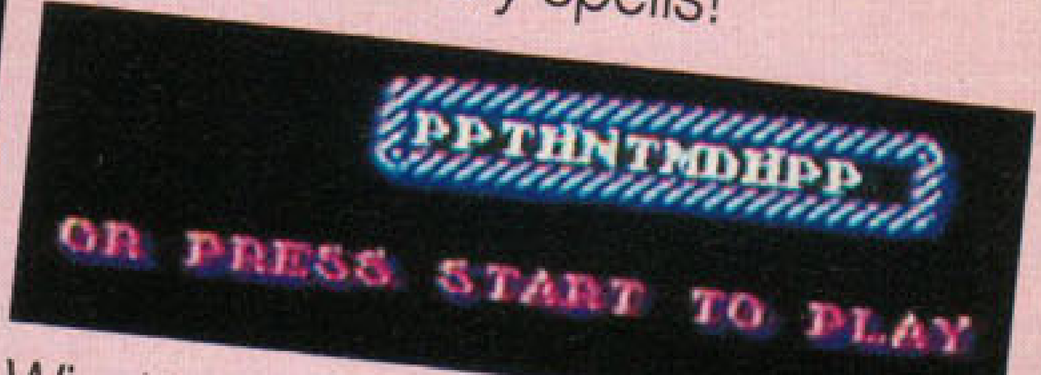
Level Select!

You need both controllers to make this trick work. On Controller 1 hold A, B, and Select all at the same time. On Controller 2 press A the number of times for the level you want, then press Start (i.e. press A two times to begin level Three).

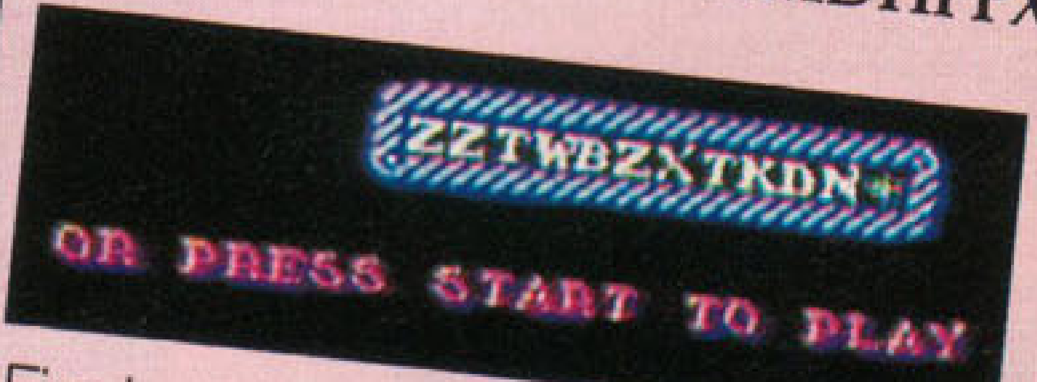
Ironsword

Passwords!

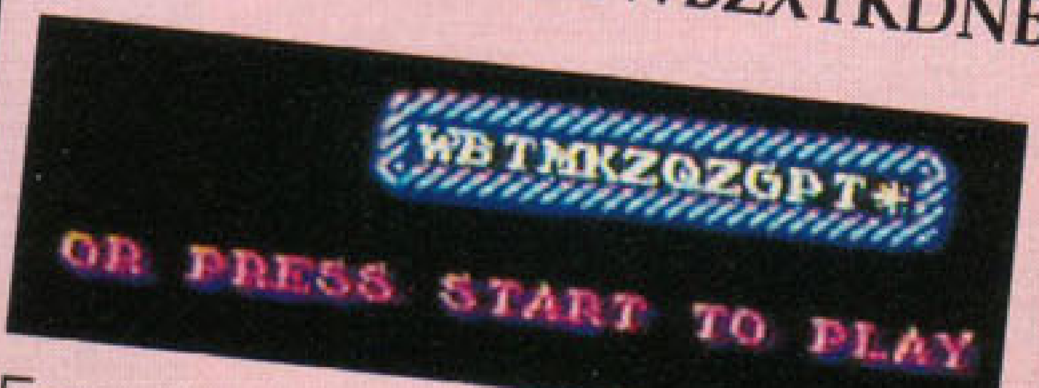
Here are some passwords with all of the necessary spells!


PPTHNTMDHPP
OR PRESS START TO PLAY

Wind Level **PPTHNTMDHPPX**


ZZTWBZXTKDN*
OR PRESS START TO PLAY

Fire Level **ZZTWBZXTKDNB**

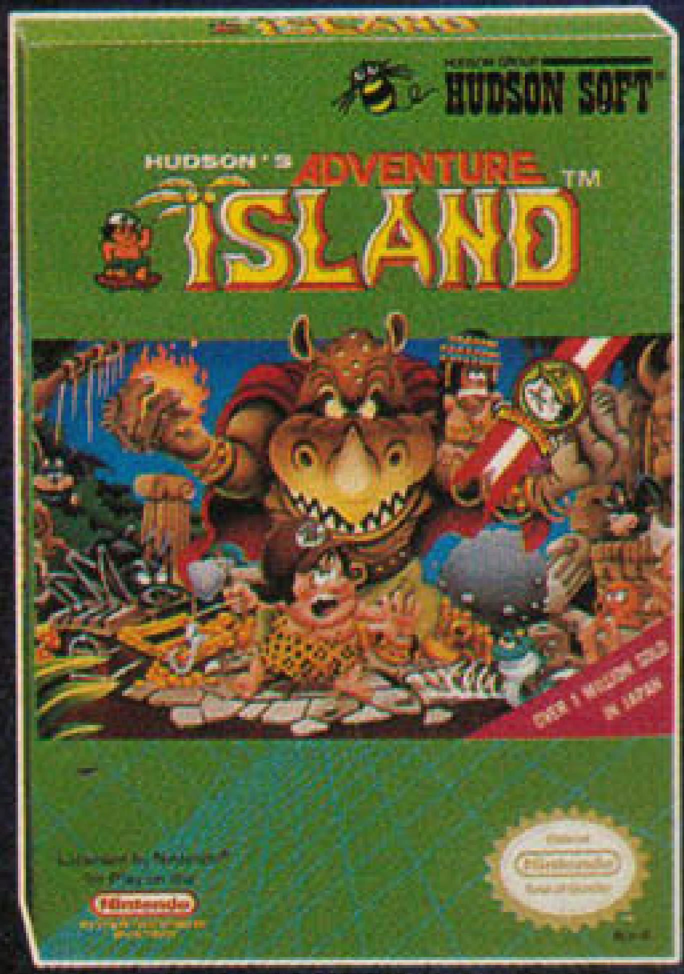

WBTMKZQZGPT*
OR PRESS START TO PLAY

Forest Level **WBTMKZQZGPTX**

Enjoy Hudson

THINK YOU'RE A HOT SHOT?

Meet the Hudson Soft Challenge.


HUDSON SOFT
HUDSON'S ADVENTURE ISLAND
OVER 1 MILLION SOLD IN JAPAN
Nintendo

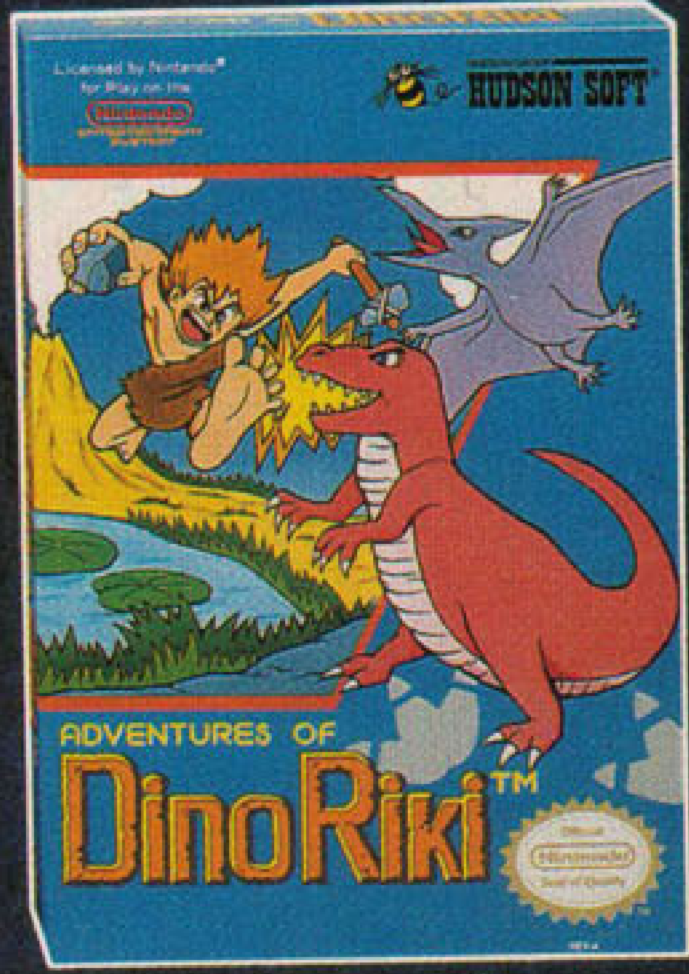
Hudson's Adventure Island™
Journey through eight worlds of video game paradise. The heat is on and the action non-stop.

HUDSON SOFT
Milon's Secret Castle™
OVER 3/4 MILLION SOLD IN JAPAN
Nintendo

Milon's Secret Castle™
Slay the dragons. And save the Princess. Travel to the Dark Ages and you'll never want to come back.

HUDSON SOFT
BOMBERMAN
BOMB!
NEARLY 1 MILLION SOLD IN JAPAN
Nintendo

Bomberman™
Explode into action! Hudson has an underground battle that'll blow your mind.


HUDSON SOFT
ADVENTURES OF DinoRiki™
Nintendo

Adventures of Dino Riki™
That cool cave dude is ready for action! And pre-historic gaming awaits.

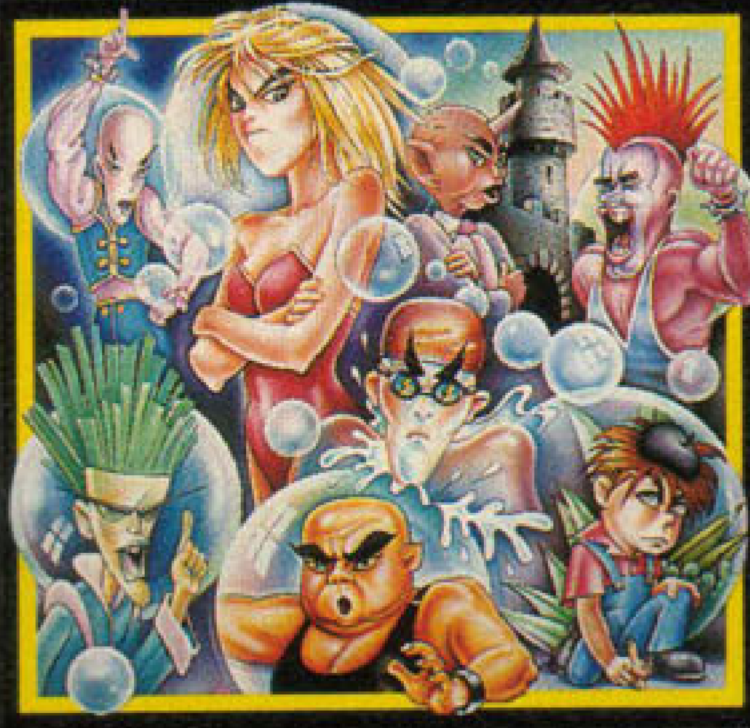
HUDSON SOFT
XEXYZ
The Space Action Adventure...
Nintendo

XEXYZ™
The ultimate galactic adventure is here! Battle mechanical sharks, giant flying lobsters and more.

HUDSON SOFT
STARSHIP HECTOR™
Nintendo

Starship Hector™
What do you do when a bunch of bio-mechanical beasts enslave the galaxy?

Mendel Palace™



Mendel Palace™
A little girl's toys magically spring to life. So get ready to defeat dangerous dolls and menacing playthings.

PRINCESS TOMATO in Salad Kingdom™

Princess Tomato in SaladKingdom™
Join a crew of crazy veggies. And save that red-hot babe—the Princess Tomato.

JACKIE CHAN's ACTION KUNG FU™
Coming Soon!

Jackie Chan's Action Kung Fu™
Break out your machetes! The greatest kung fu fighter has a thing or two to teach you.

Coming Soon!

Adventure Island II™
Hudson's done it again! It's another tropical adventure you won't want to miss!

Ok, hot shot. Here they are.

The Hudson Challenge. So much excitement, your joystick will never stop jumping! Look for them wherever you buy video games.

HUDSON GROUP HUDSON SOFT®

Hudson Soft USA, Inc.
400 Oyster Point Blvd., Suite 515
South San Francisco, CA 94080
Tel: (415) 495-HINT

Official Nintendo Seal of Quality ®

LICENSED BY NINTENDO® FOR PLAY WITH THE Nintendo ENTERTAINMENT SYSTEM®

Hudson Soft is a trademark of Hudson Soft Co., Ltd. Hudson's Adventure Island, Bomberman, Milon's Secret Castle, Adventures of Dino Riki, XEXYZ, Starship Hector, Mendel Palace, Princess Tomato in Salad Kingdom, Jackie Chan's Action Kung Fu and Adventure Island II are trademarks of Hudson Soft USA, Inc. Nintendo and Nintendo Entertainment Systems are registered trademarks of Nintendo of America Inc.

NINTENDO TIPS·TACTICS HOT PASSWORDS

Legend of Zelda

Start with the Second Quest

To start immediately into the 2nd Quest, type in "Zelda" for the character name and register it.

Mega Man

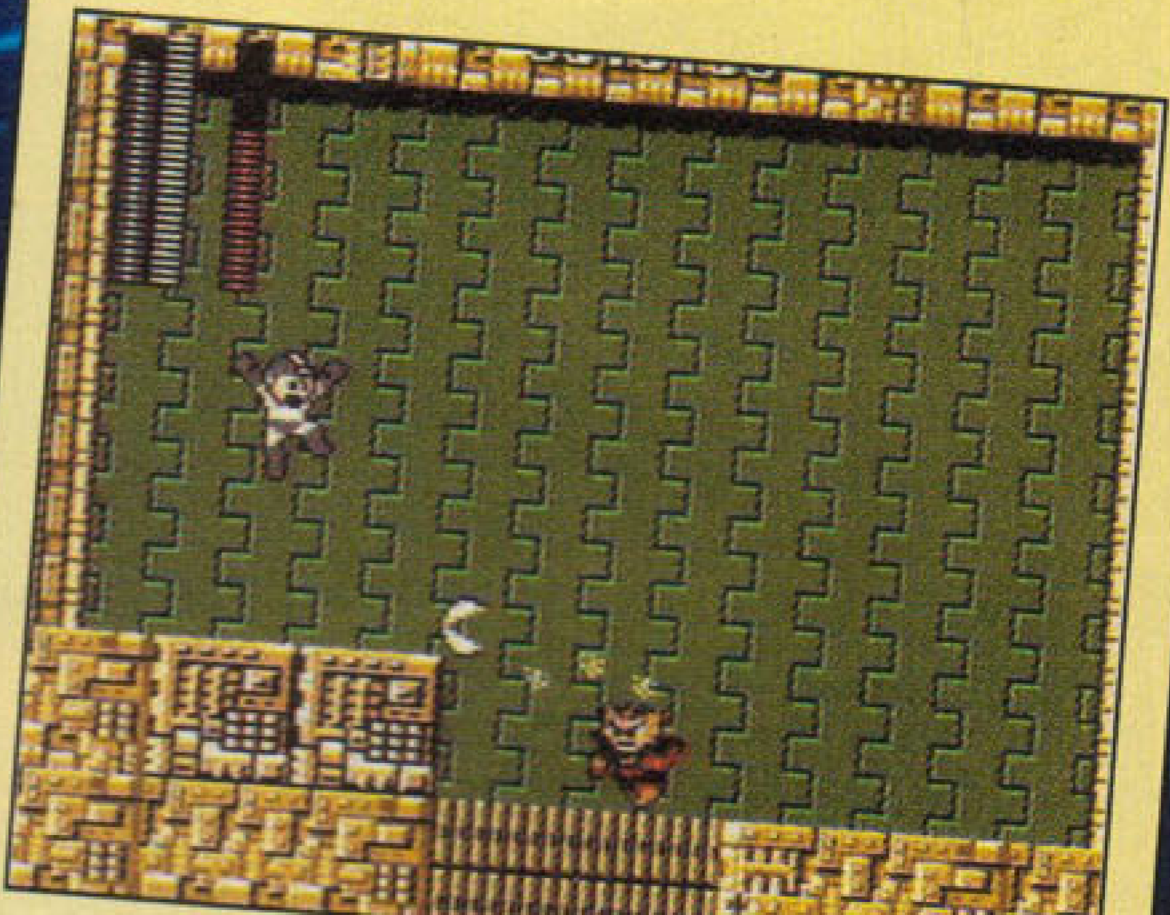
Top Weapons

The following are the best weapons for killing the main bosses!

Bombman	Regular Weapon
Fireman	Regular Weapon
Gutsman	Regular Weapon
Cutman	Regular Weapon
Elecman	Cutman Weapon
Iceman	Electric Weapon
Rock Monster	Electric Weapon
Yourself	Any Weapon
Bubble Ships	Regular Weapon
Dr. Wily	Fireman Weapon

The Pros suggest the best order for doing the levels for easy completion is:

1 Bombman
2 Fireman
3 Cutman
4 Gutsman
5 Elecman (Use Gutsman Weapon to get the M Weapon. It is a must!)
6 Iceman
7 Dr. Wily



Mega Man II

A Code for Dr.Wily

Here's a code that lets you head straight to the end and go up against Dr.Wily!

A1, B2, B4, C1, C5, D1, D3, E3, E5

Life Force

1P0000150 HI 0050000 2P000000

30 Free Lives!!

As soon as the title screen stops scrolling, quickly press the controller Up, Up, Down, Down, Left, Right, Left, Right, B, A, and then hit Start. You can also select two players and then do the same trick.

Life Force

1P0012410 HI 0050000 2P000111

Steal more lives!!

Just hold down buttons A and B simultaneously after you've been killed off and you're back in action.

Mega Man II

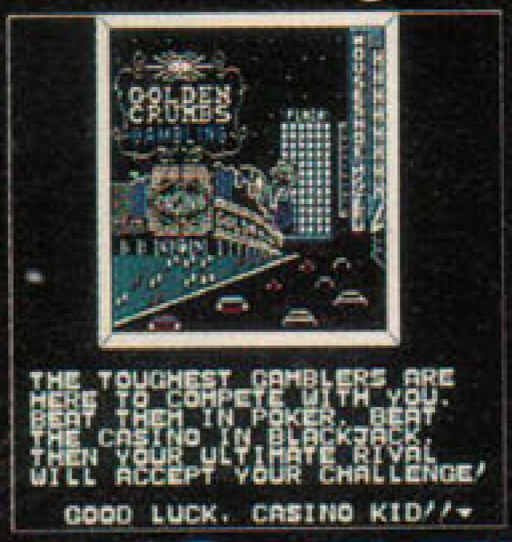
Here are the weapons to use to get Dr.Wily and his henchman, as well as the order to do the levels in.

1. **Metalman:** Use Regular Weapon and use Metalman Weapon inWily Stage.
2. **Bubbleman:** Use Metalman Weapon
3. **Woodman:** Use Metalman Weapon
4. **Airman:** Use Woodman Weapon
5. **Flashman:** Use Metalman Weapon
6. **Crashman:** Use Airman Weapon
7. **Heatman:** Use Bubbleman Weapon
8. **Quickman:** Use Regular Pea Shooter
9. **Dragon:** Use Regular Weapon
10. **Guts-Dozer (tank):** Use Quickman Weapon
11. **Heat-Seeking Bullet Launchers:** Use Crashman Clamp Bombs
12. **Forming Boxes:** Use Regular Pea Shooter
13. **Dr.Wily Spaceship:** First use the Pea Shooter at the window. When the window is destroyed, use Quickman Boomerangs on Wily.
14. After passing the acid stage, use the Bubble Lead on Wily!

CASINO KID™

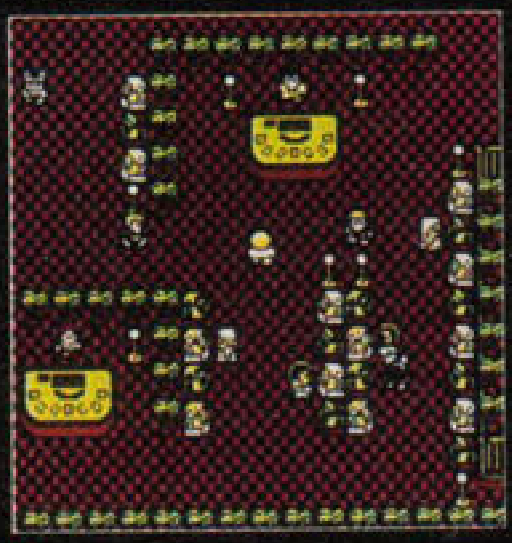
So what's wrong with a little greed?

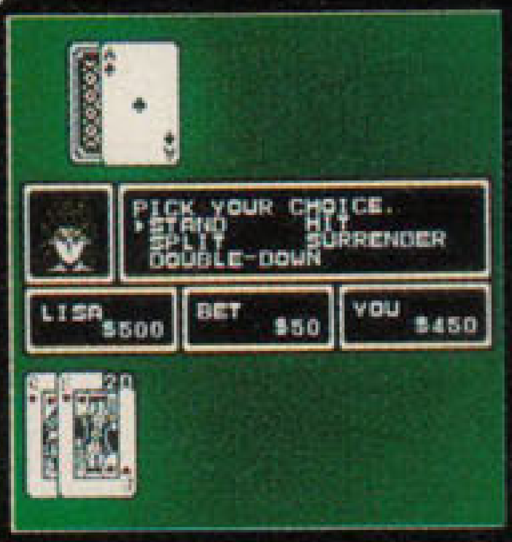
You are the Casino Kid. As you maze through the casino, you pick up gambling tips you'll need to help win at blackjack and poker. The stakes are high and the games are hard. Life's a gamble so what have you got to lose? Come on, gamble with us. We dare you.


GOLDEN
CRUMBS
GAMBLING

THE TOUGHEST GAMBLERS ARE HERE TO COMPETE WITH YOU. BEAT THEM IN POKER. BEAT THE CASINO IN BLACKJACK. THEN YOUR ULTIMATE RIVAL WILL ACCEPT YOUR CHALLENGE!

GOOD LUCK. CASINO KID!!





PICK YOUR CHOICE.
▸STAND
HIT
SPLIT
SURRENDER
DOUBLE-DOWN
LISA $500
BET $50
YOU $450
20

SOFEL™

Official Nintendo Seal of Quality™

LICENSED BY NINTENDO® FOR PLAY ON THE

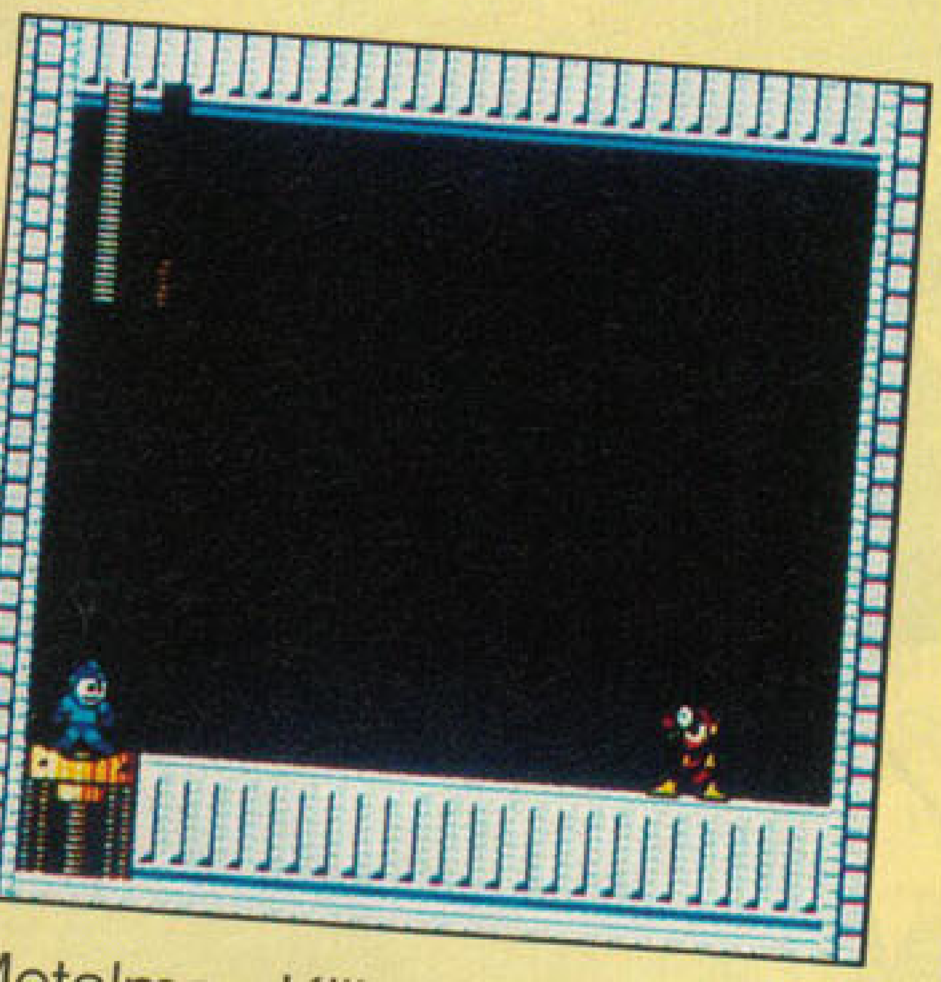
Nintendo ENTERTAINMENT SYSTEM®

NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1989 SOFEL CORP.

NINTENDO TIPS·TACTICS HOT PASSWORDS

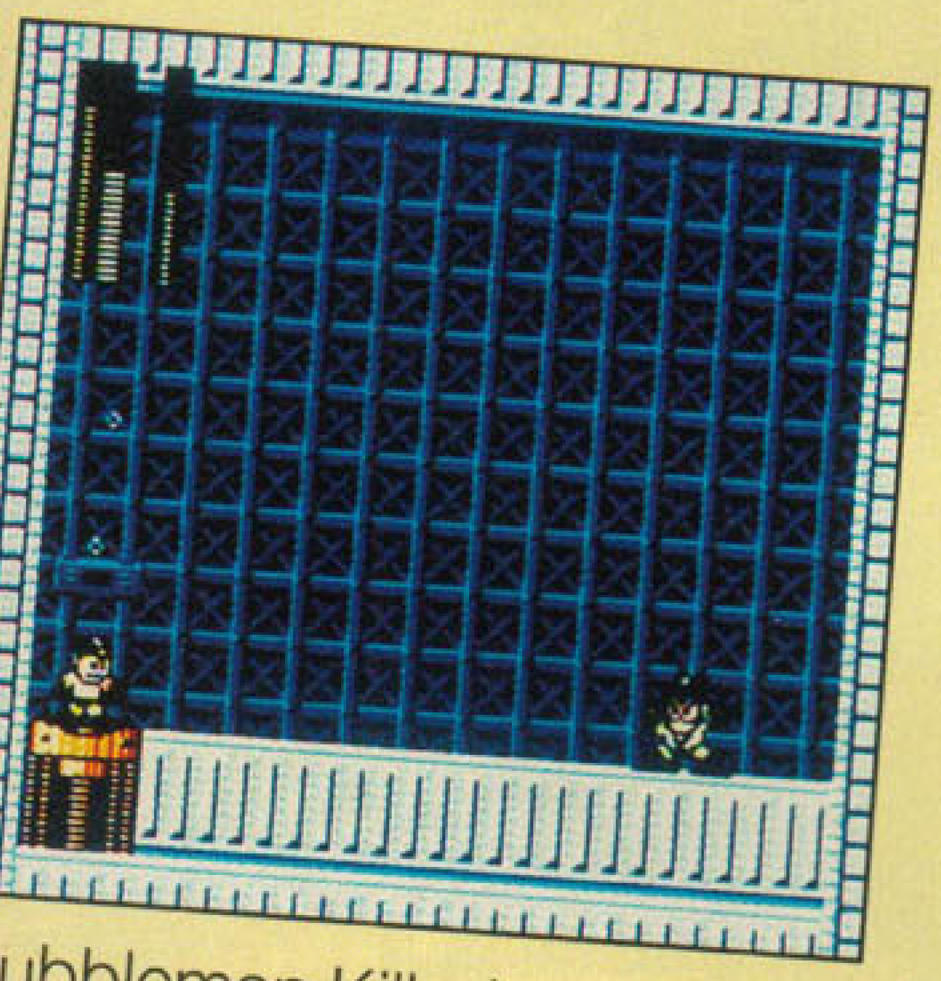
Mega Man II

All the Passwords!
There's a password here for each of Mega Man's enemies. Start wherever you like!



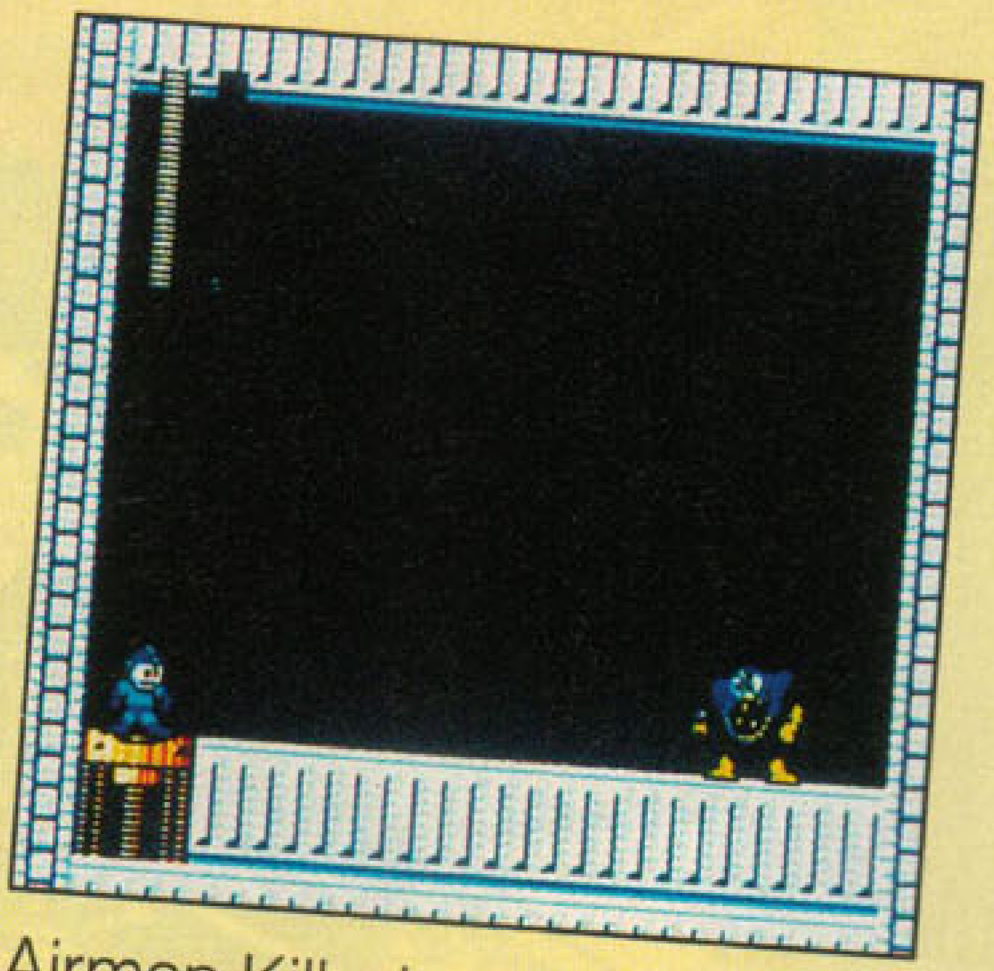
Metalman Killed:

A1, B5, C3, C4, D2, D5, E2, E4, E5



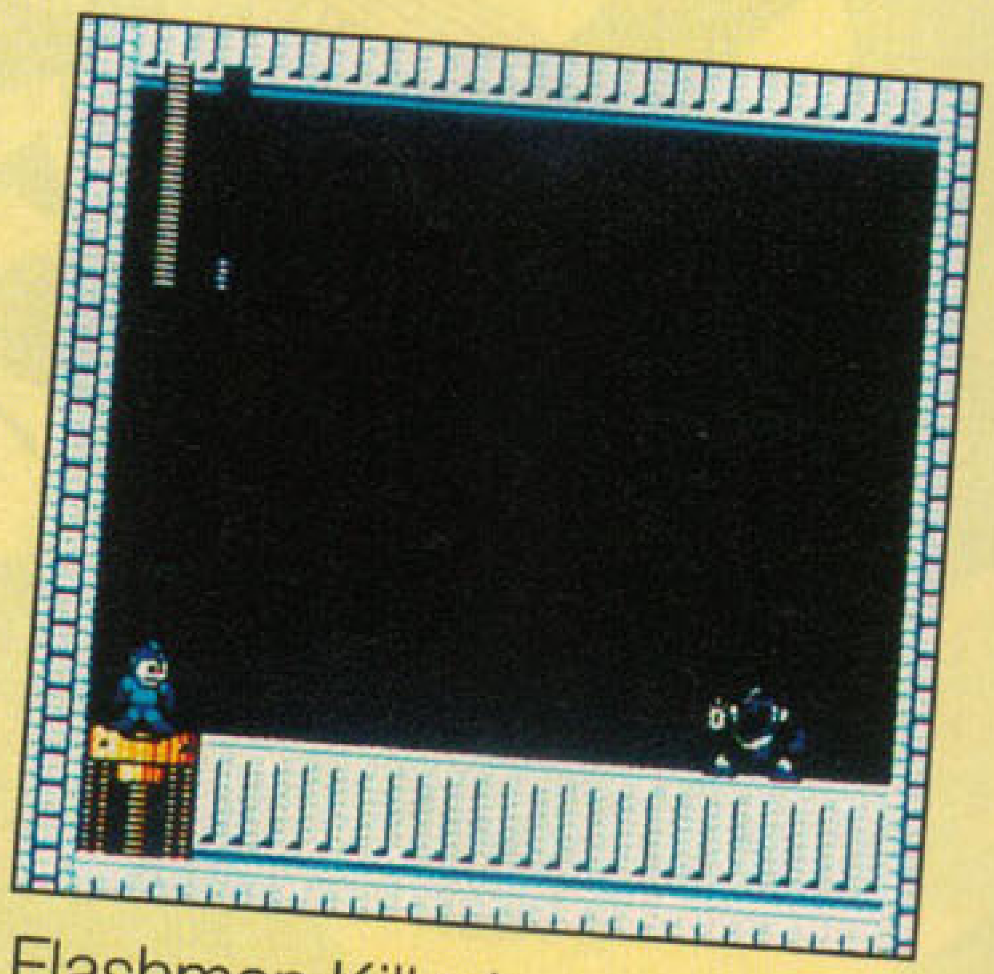
Bubbleman Killed:

A1, B5, C4, D1, D2, D5, E2, E4, E5



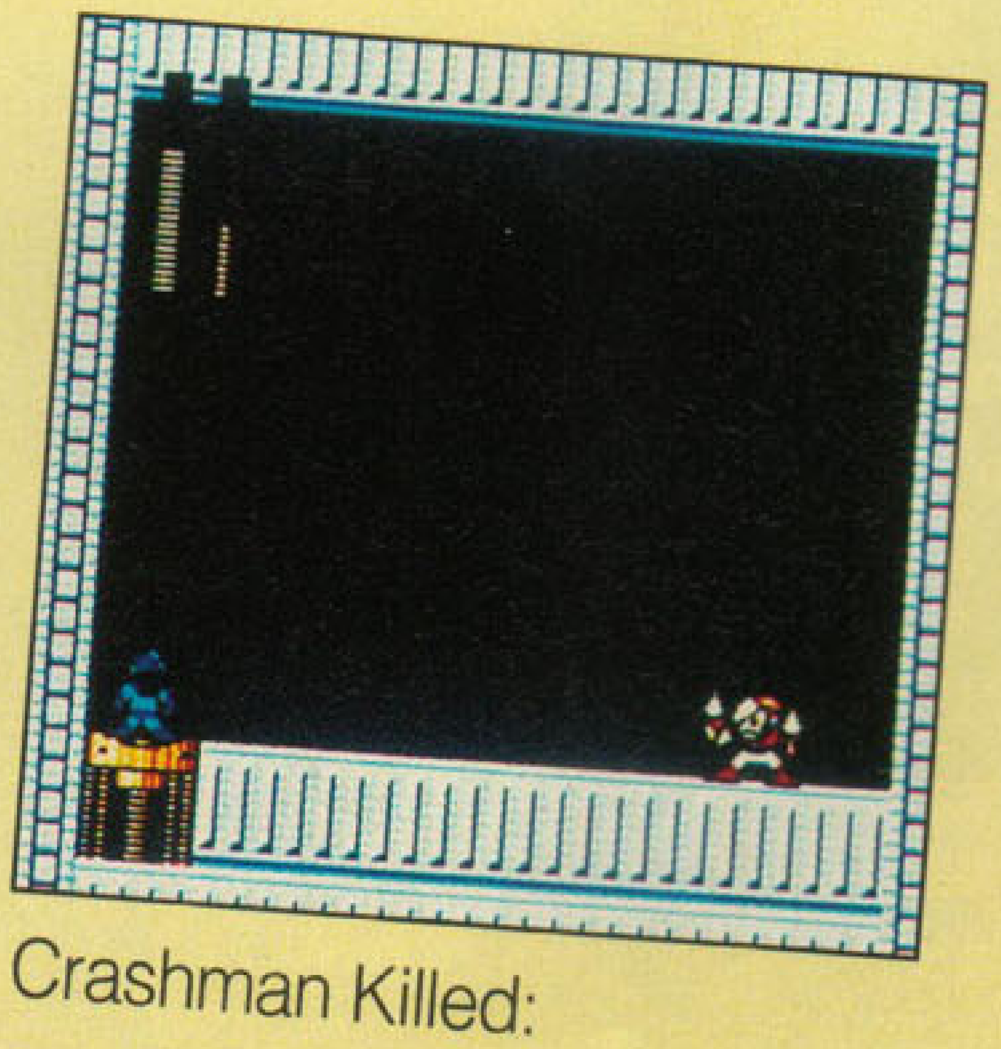
Airman Killed:

A1, B0, C4, D1, D3, D5, E2, E3, E4, E5



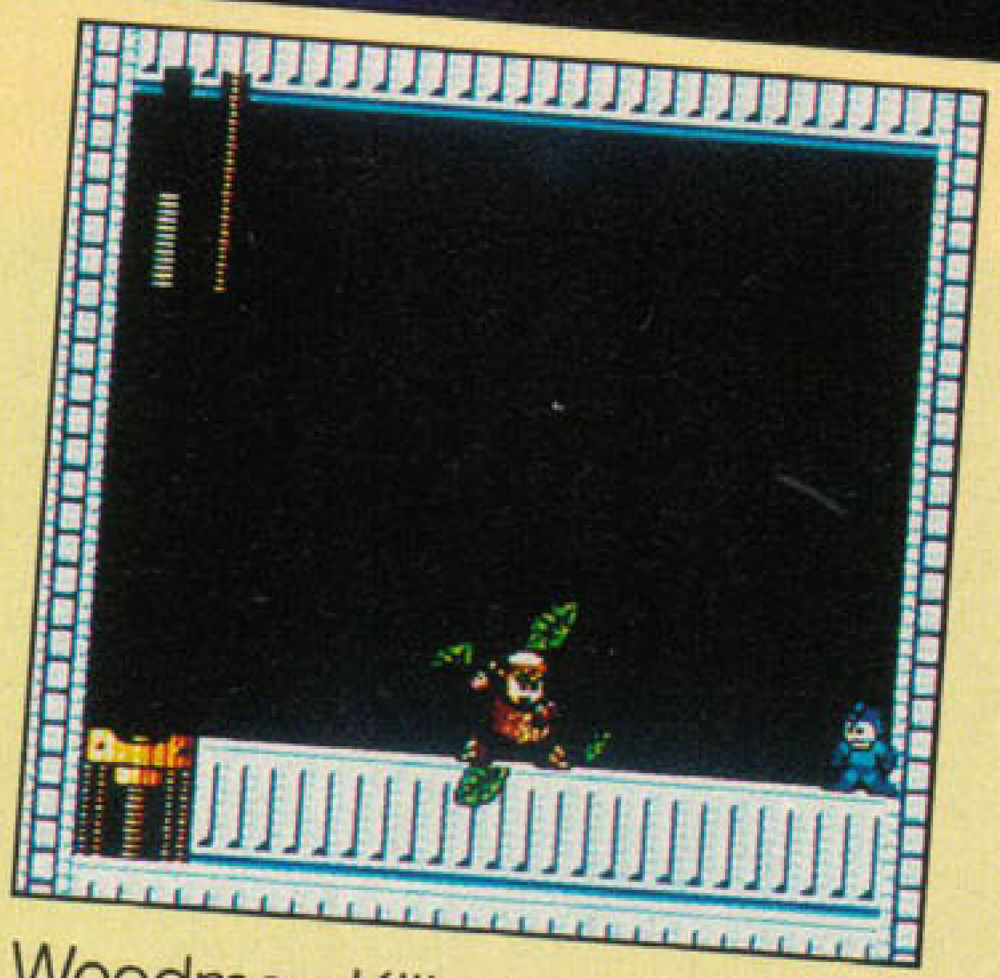
Flashman Killed:

A2, B1, C2, C5, D2, D4, E1, E3, E4



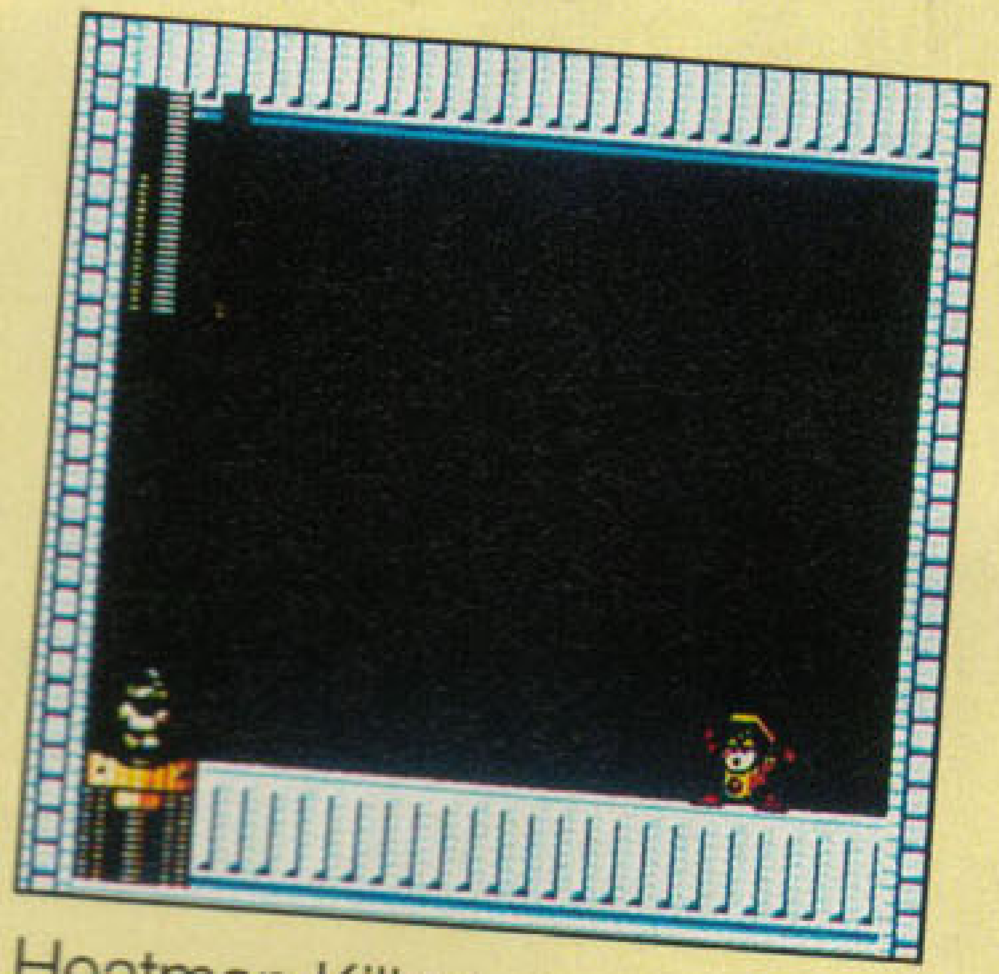
Crashman Killed:

A2, B1, C2, C5, D1, D2, D4, E1, E4



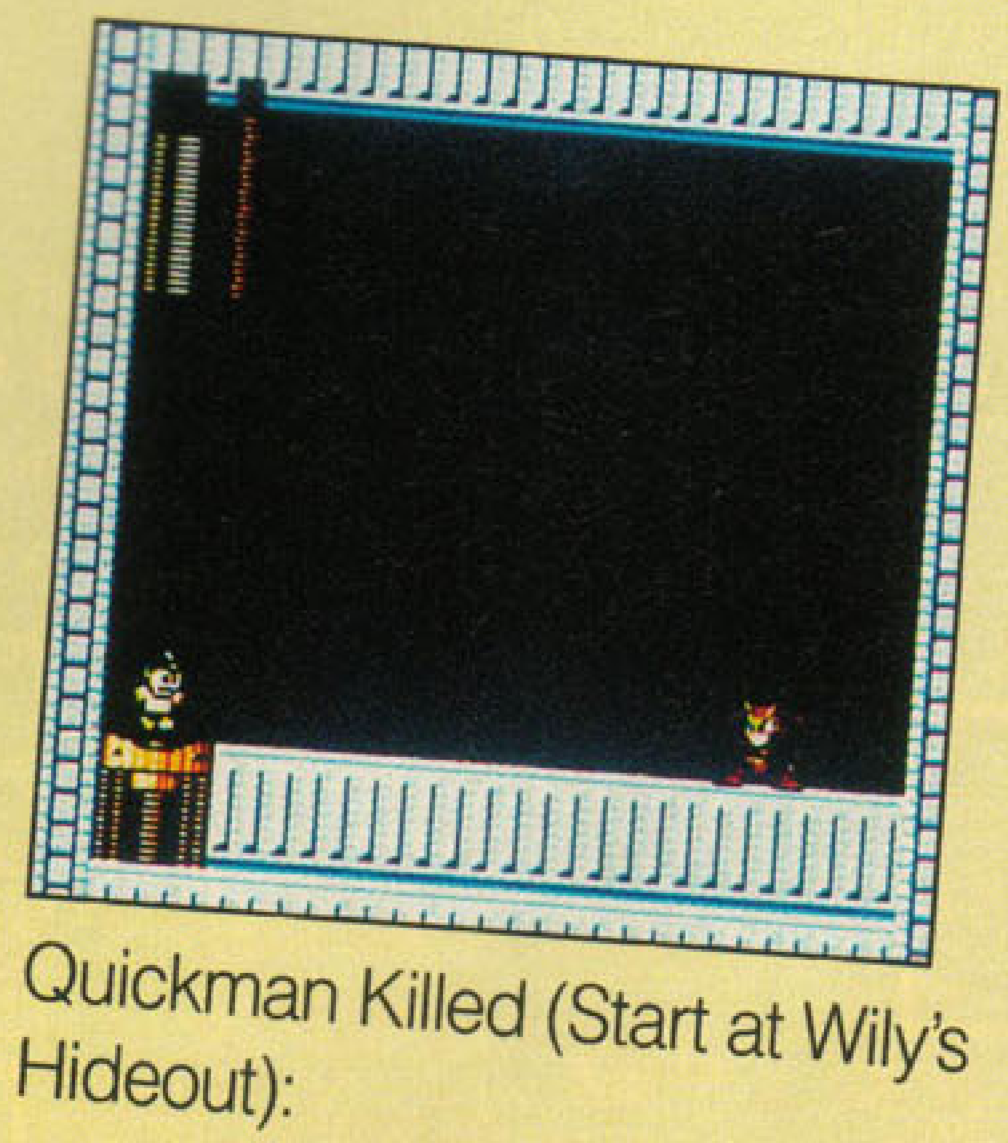
Woodman Killed:

A1, B0, C4, D1, D2, D3, D5, E2, E4, E5



Heatman Killed:

A1, B2, C1, C4, C5, D1, D3, E3, E5



Quickman Killed (Start at Wily's Hideout):

A1, B2, B4, C1, C5, D1, D3, E3, E5

AMAZING PENGUIN THE ATTACK IS ON!

FREE T-SHIRT OFFER!
See details below

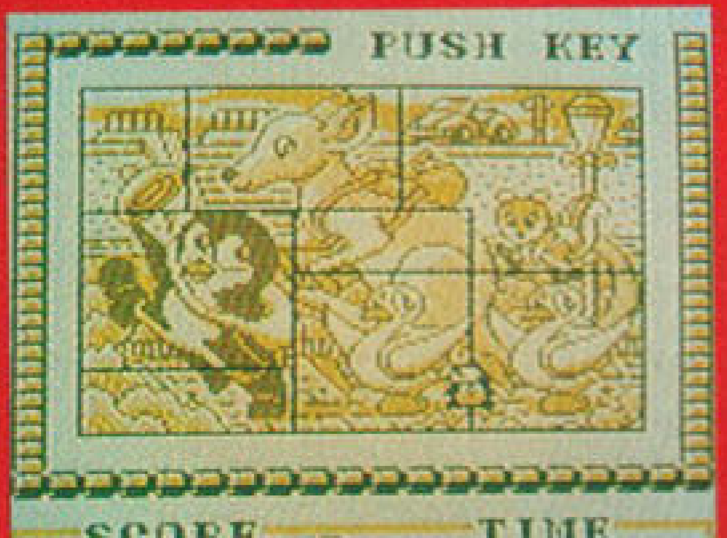
Join Pendrich, the Prince of Penguins as he battles the enchanted armies of the wizard Borbon the Great. The evil magician has sent scores of animated erasers, metal clips, crayons and pencils to block the passageways of the Penguin Realm.

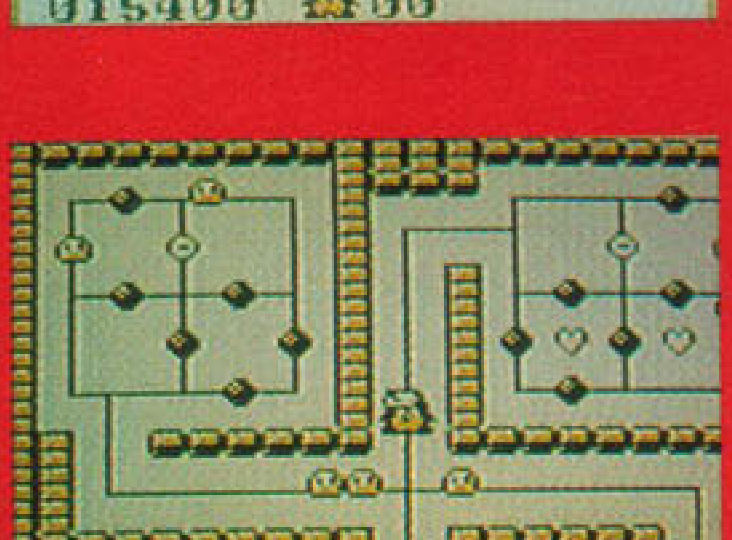
Attack with mighty kicks that blast the enemies across the screen. Reverse their direction by bursting the power seals. Clear all the panels to progress to the higher levels.

Split-second timing combines with the challenge of multiple mazes in this action-strategy game. It takes quick reflexes and keen tactics to help Pendrich win back the Penguin Realm from Borbon's invaders!

- *40 levels of non-stop action!*
- *Password feature returns you to your last completed zone.*
- *Unlimited "continues" gives you Portable Penguin Power.*

OFFICIAL GAME BOY GAME PAK

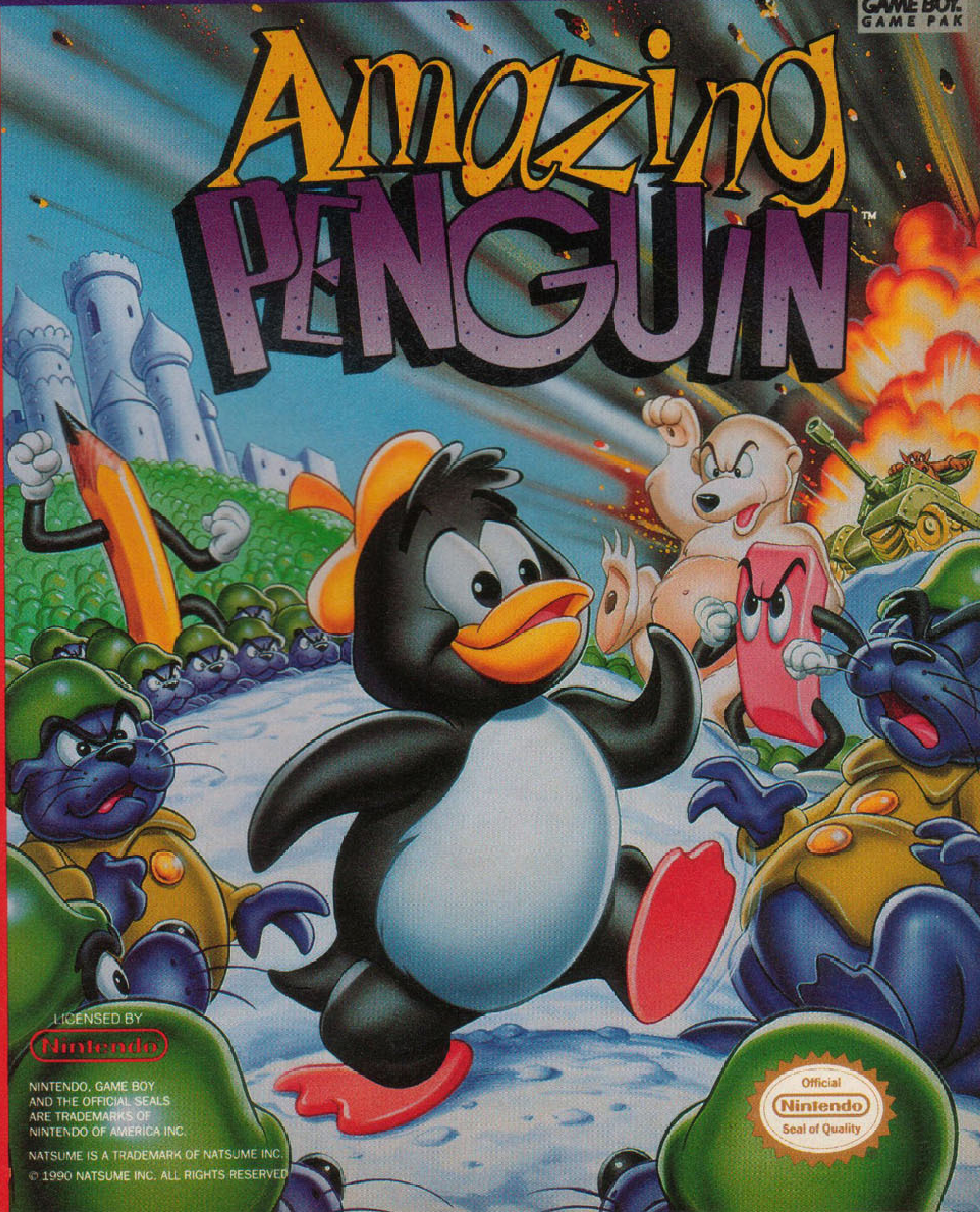




To receive a free Natsume T-shirt, send 2 UPC labels from any Natsume product with $2.00 (for postage and handling) to:

NATSUME T-Shirt Offer
1243A Howard Ave.
Burlingame, CA 94010.

Allow 4-6 weeks for delivery. Offer good through 2-28-91 or while supplies last.



LICENSED BY Nintendo

NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

NATSUME IS A TRADEMARK OF NATSUME INC.

© 1990 NATSUME INC. ALL RIGHTS RESERVED

Official Nintendo Seal of Quality

NATSUME

Natsume Inc.
1243A Howard Avenue
Burlingame, CA 94010
(415) 342-9231

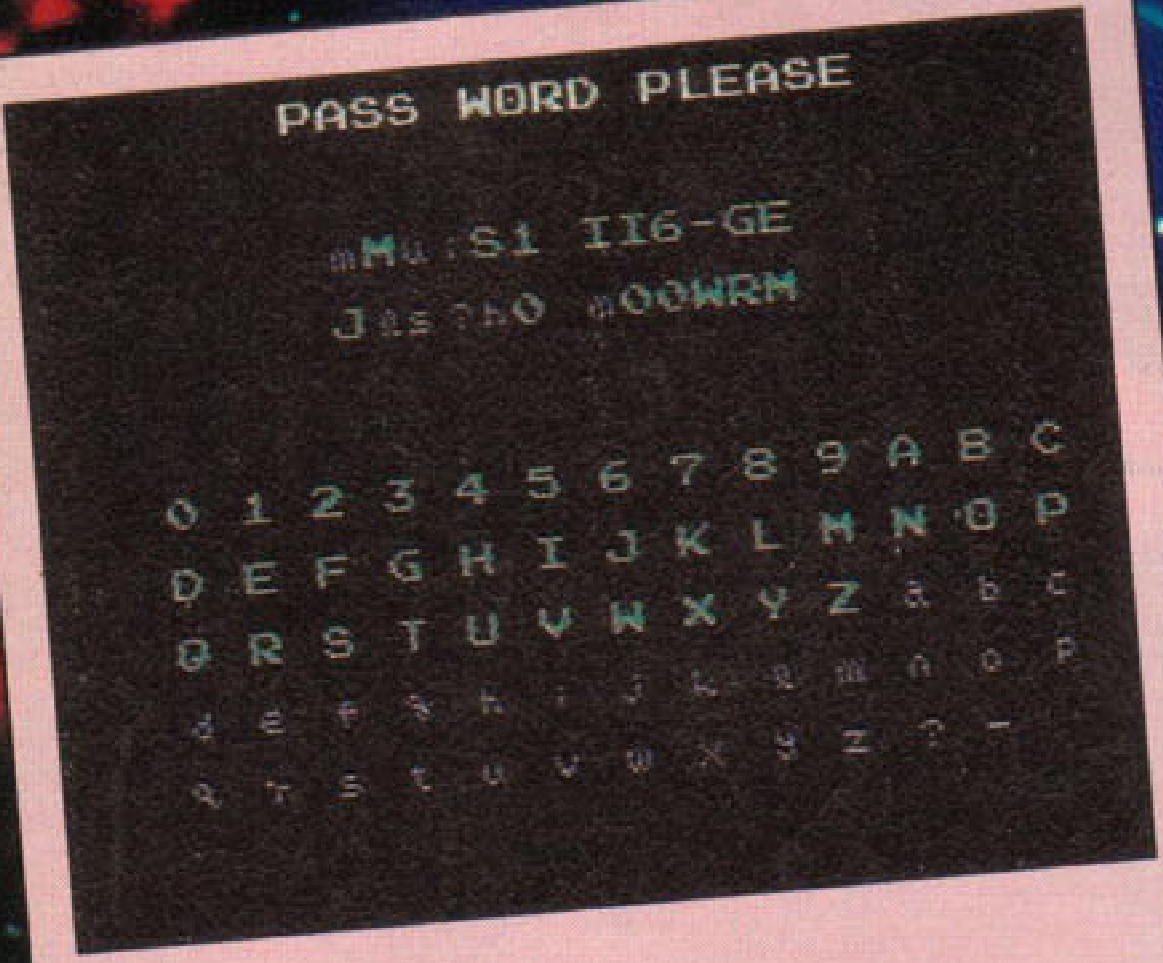
NINTENDO TIPS·TACTICS HOT PASSWORDS

METAL FIGHTER
μ
©1989 JOY VAN
©1989 COLOR DREAMS INC.

Metal Fighter

Level Select

When the title screen appears, press down on both the A and B buttons. At the same time, hit the Select button twice for Stage 2, three times for Stage 3, etc. Then hit the Start button and you're off!


PASS WORD PLEASE
mMuiS1 II6-GE
Jls?h0 m00WRM
0 1 2 3 4 5 6 7 8 9 A B C
D E F G H I J K L M N O P
Q R S T U V W X Y Z a b c
d e f g h i j k l m n o p
q r s t u v w x y z ? -

Metroid

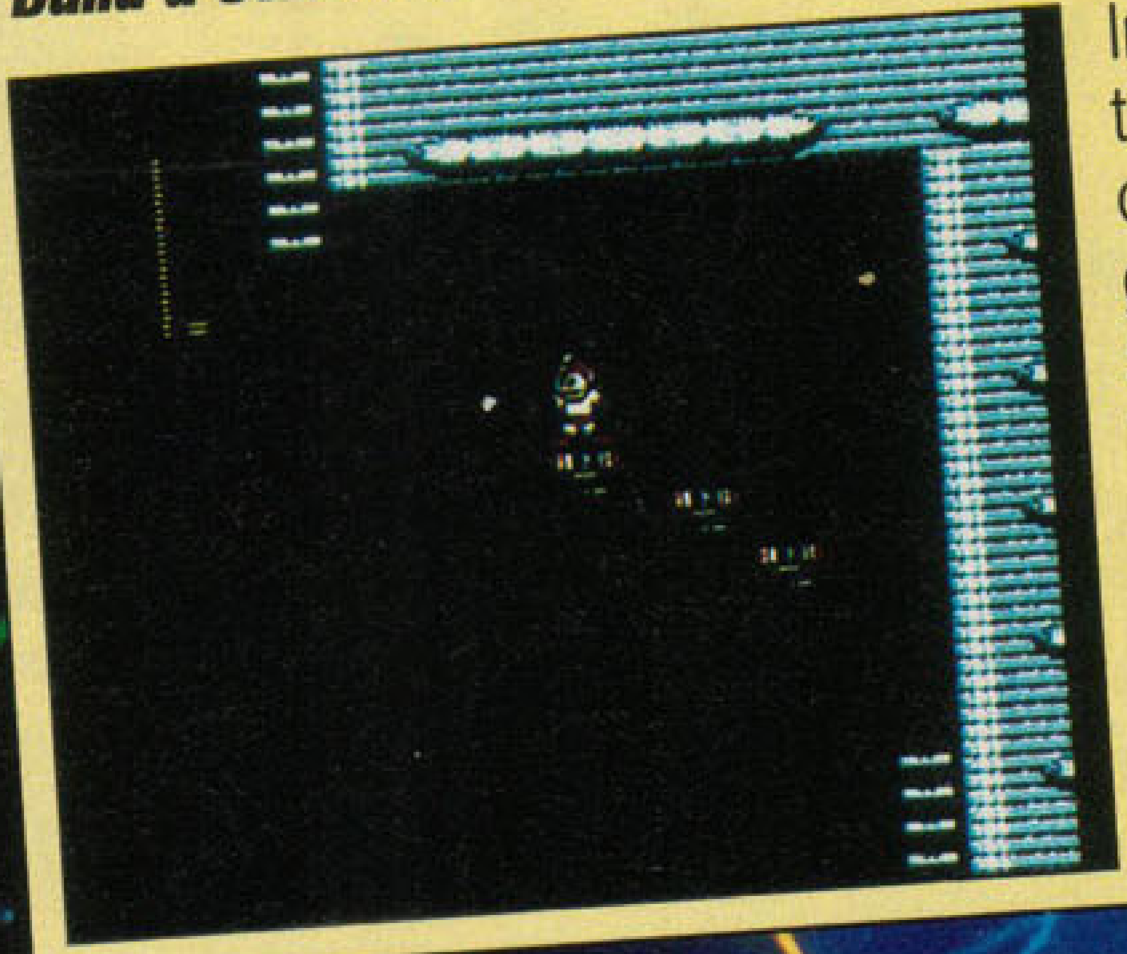
Go On, Girl!

Play the girl in Metroid with all the arsenal weapons...the password is

mMuiS1 II6-GE Jls?h0 m00WRM

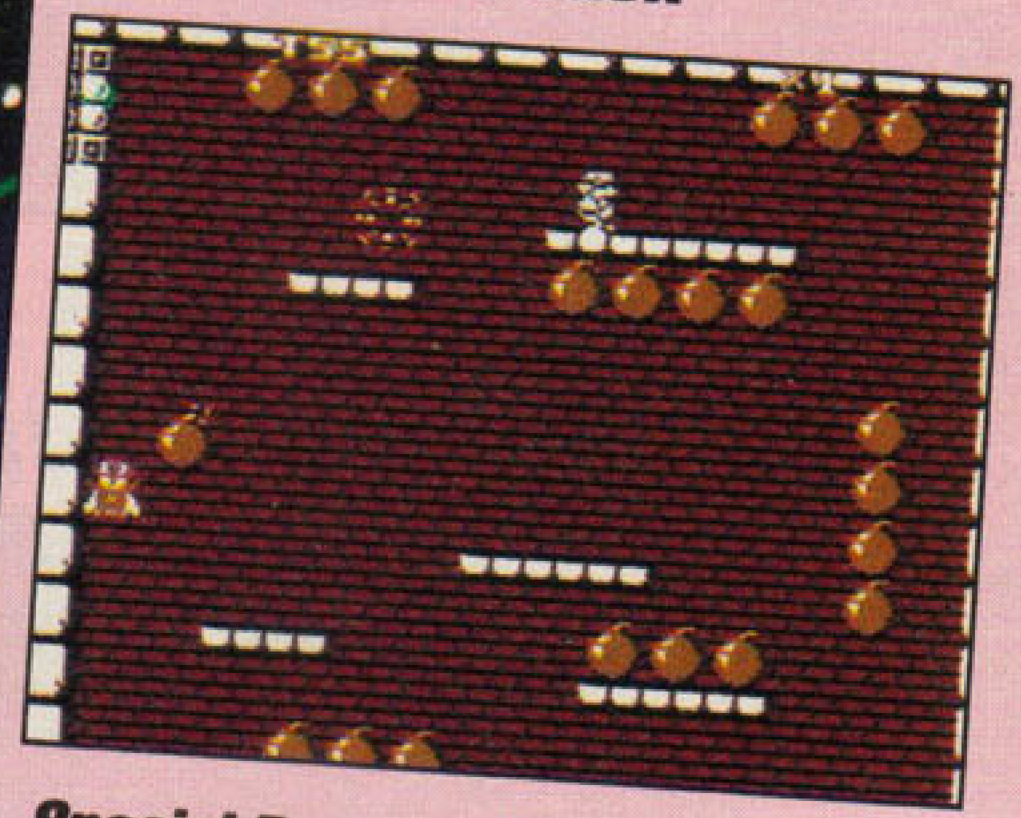
Mega Man II

Build a Stairway



In the final level of Mega Man II there is an area where you can't proceed by climbing. The best way to get past this area is by using Item 1. Start on the ladder to the lower right. Throw an Item 1, jump on it, and immediately throw another to the left. This way you build a moving staircase to the other ladder. The key to success in this maneuver is speed.

Mighty Bomb Jack



Special Bonus and Level Warp!

At the end of each level in the Royal Palace room, pick up the first bomb, then collect all the fire bombs (the ones with ignited fuses) in order. Next successfully exit the room to receive a special bonus of 50,000 points. To warp to a higher level, you must first be in a Royal Palace room. After picking up the first bomb, pick up every other bomb that is not ignited, then pick up the fire bomb last and successfully exit the room. If this is done correctly, you'll warp to the Royal Palace room of the next level. Keep repeating this trick to warp as high as you want.

Mickey MouseCapade

Level Select and Continue

MICKEY MOUSE
PRESS START BUTTON
HI SCORE 3200
© WALT DISNEY COMPANY 1988
© HUDSON SOFT 1988
© CAPCOM U.S.A.,INC. 1988
LICENSED BY
NINTENDO OF AMERICA INC.

During the title screen try the following pad trick:

Pirateship: Up, Select, A, B, and Start simultaneously.
Castle: Down, Select, A, B, and Start simultaneously.
Ocean: Right, Select, A, B, and Start simultaneously.
Woods: Left, Select, A, B, and Start simultaneously.

Continue

When the "Game Over" screen appears, wait until the title screen comes on and then press Button A and Start. You'll continue from your last level of play.

1or 2 players

FREE T-SHIRT OFFER! See details below

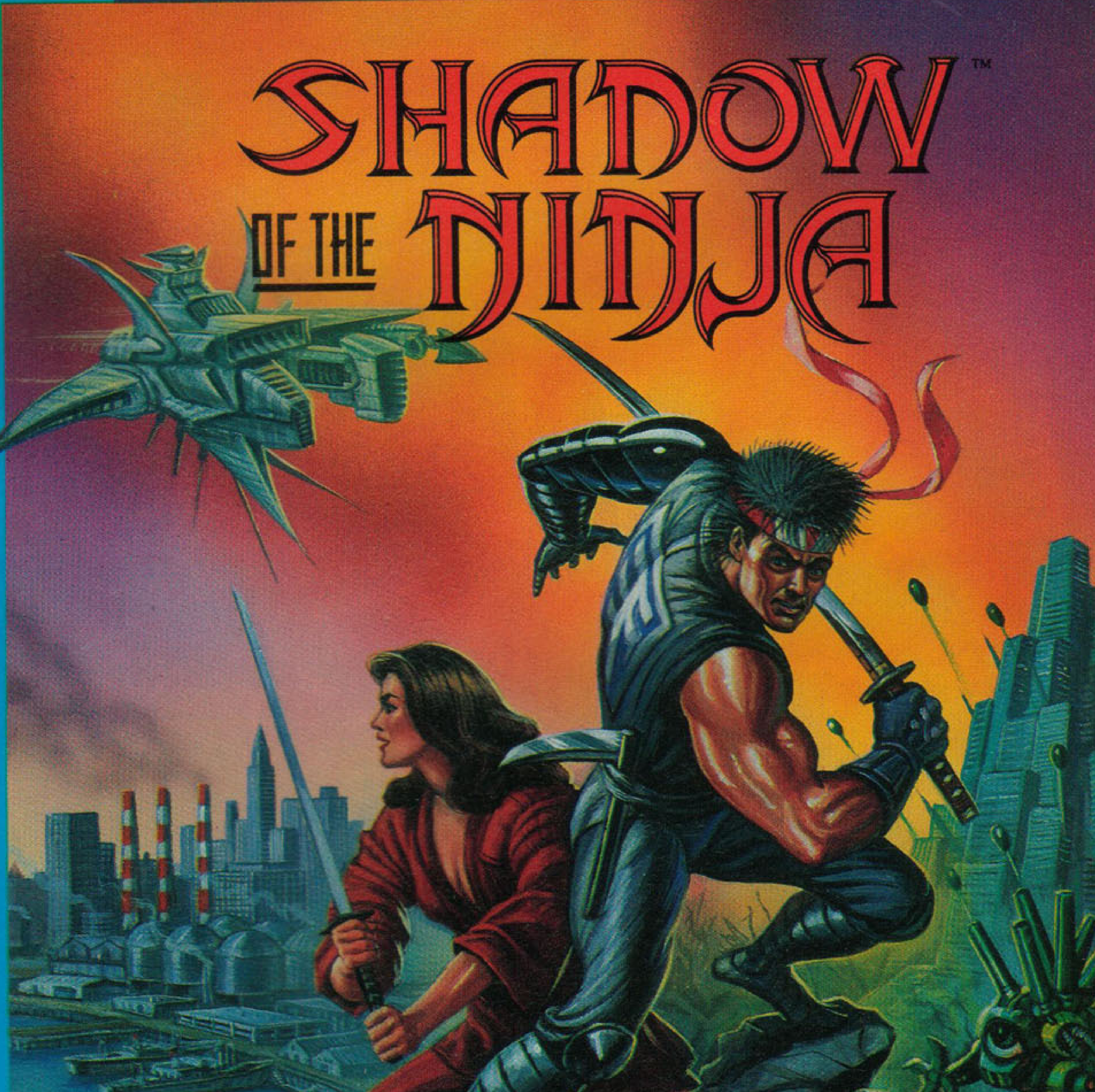
THE EMPEROR'S PROBLEMS HAVE JUST DOUBLED

The mad emperor Garuda rules the capital city. With his army of followers, he has constructed a fortress that has withstood all armed resistance. His forces have crushed all opposition. Yet, he is worried...

Out from the shadows, two figures appear. Moving as silently as ghosts, they stalk the war zone. Garuda knows and fears these invaders, for they are Ninjas- the world's most dangerous warriors.

Join the Ninjas on their mission to overthrow the evil emperor and destroy his empire from within.

- *Uncover hidden weapons to increase your power.*
- *Master the hidden arts of Ninjitsu to defeat the enemy.*
- *Two Ninjas, Two players, Too Much!*



© 1990 NATSUME INC.

NATSUME IS A TRADEMARK OF NATSUME INC.

To receive a free Natsume T-shirt, send 2 UPC labels from any Natsume product with $2.00 (for postage and handling) to:

NATSUME T-Shirt Offer
1243A Howard Ave.
Burlingame, CA 94010.

Allow 4-6 weeks for delivery. Offer good through 2-28-91 or while supplies last.

Official Nintendo Seal of Quality

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

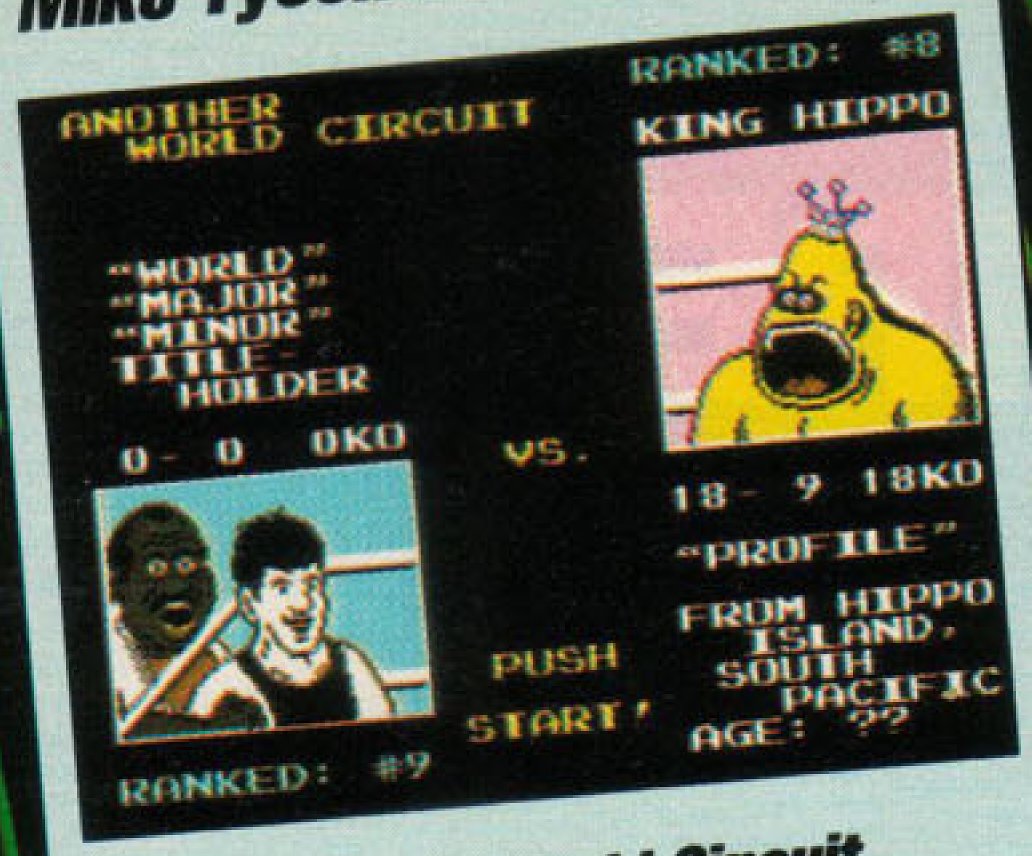
NATSUME

Natsume Inc.
1243A Howard Avenue
Burlingame, CA 94010
(415) 342-9231

Licensed by Nintendo® for Play on the Nintendo ENTERTAINMENT SYSTEM®

NINTENDO TIPS·TACTICS HOT PASSWORDS

Mike Tyson's Punch-Out


ANOTHER WORLD CIRCUIT

RANKED: #8

KING HIPPO

"WORLD" "MAJOR" "MINOR" TITLE-HOLDER

0-0 0KO

VS.

18-9 18KO

"PROFILE"

FROM HIPPO ISLAND, SOUTH PACIFIC

AGE: ??

PUSH START!

RANKED: #9

Play another World Circuit

To play another world circuit do the following: type in 135 792 4680 and hold down Select and Buttons A and B simultaneously.

Mike Tyson's Punch Out

Lots and Lots of Passwords

To fight:

Mike Tyson - **007-373-5963**

Piston Honda
(2nd Fight) **667-833-7533**

Don Flamenco
(1st Fight) **005-737-5423**
(2nd Fight) **647-993-3534**

To fight:

Super Macho Man

237-210-7938

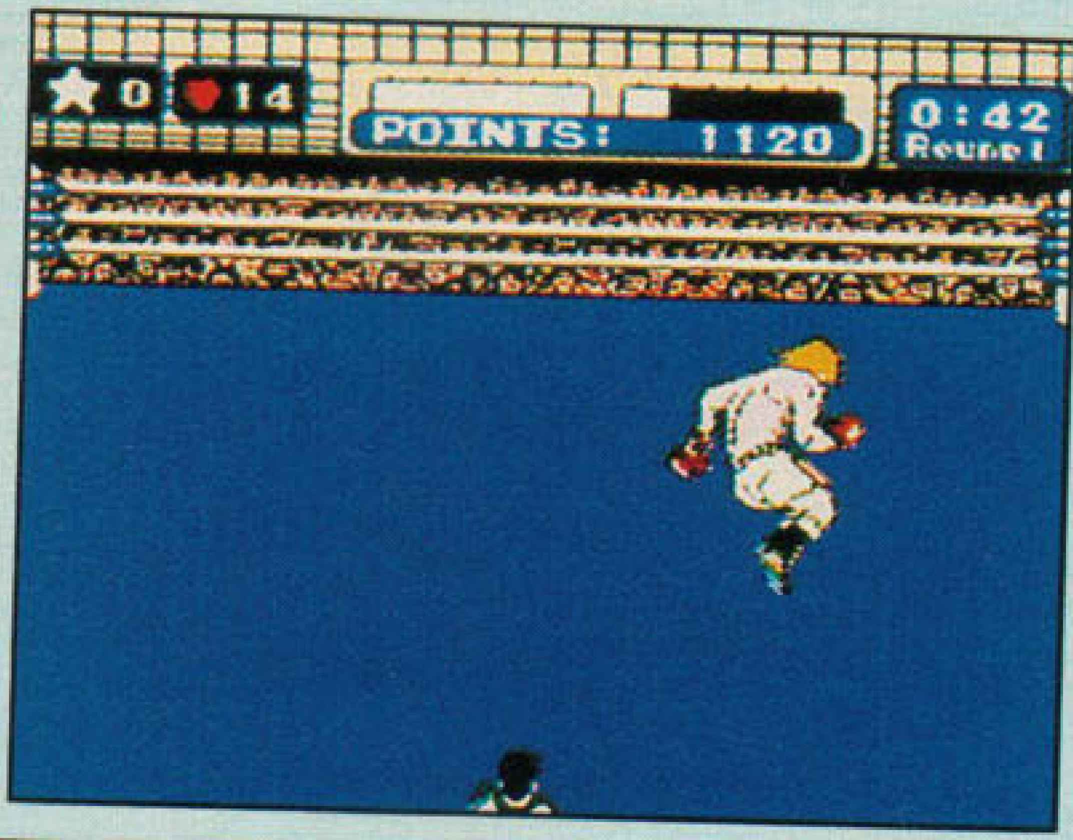
Ninja Gaiden

Sound Test

Hold diagonally Left and Down, hold Buttons A and B, Select and Start simultaneously when the title screen appears.

Mike Tyson's Punch Out

Beat Glass Joe with One Punch!

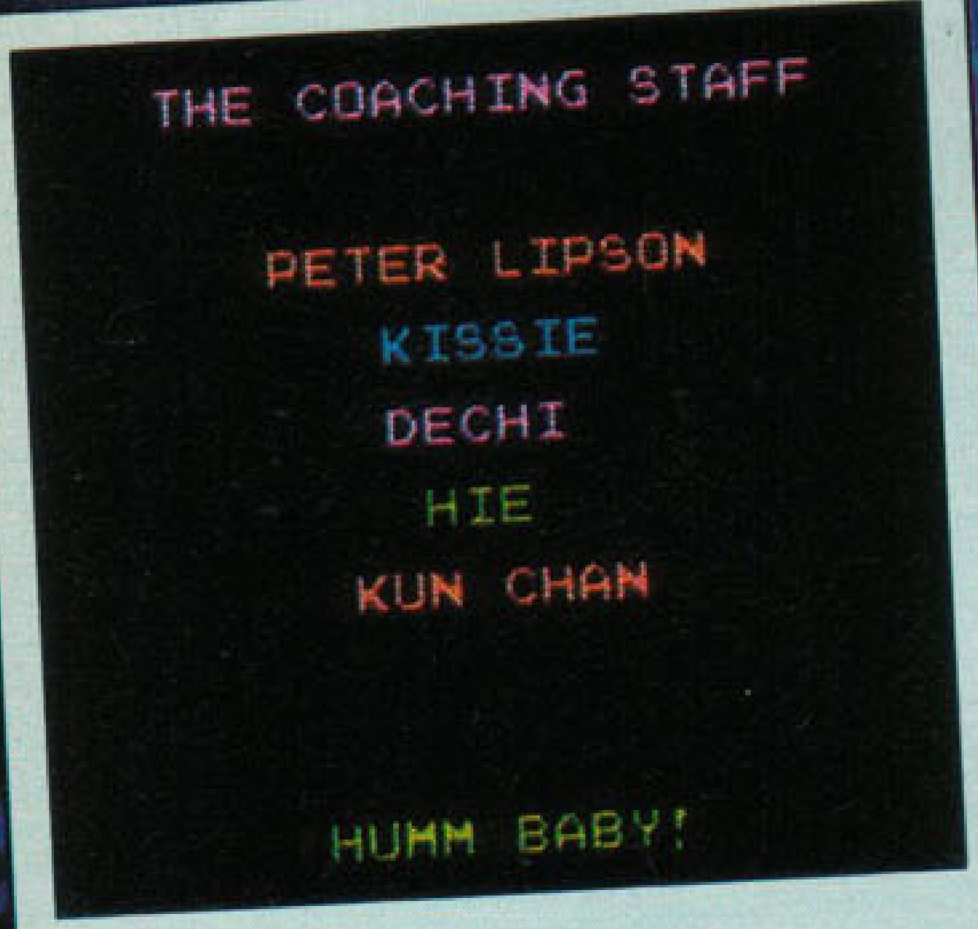


When the time gets to 41 seconds in the round, Glass Joe backs up and makes a face. When he comes forward again, hit him in the face or stomach to knock him down. Do it just right and you'll defeat him with one punch!

POW

Twenty Free Men

To get 20 free men press: A, B,B, Up, Up, Down, and Left on Controller 1 after the title screen appears.


THE COACHING STAFF

PETER LIPSON
KISSIE
DECHI
HIE
KUN CHAN

HUMM BABY!

RBI Baseball

Programmer's Screen

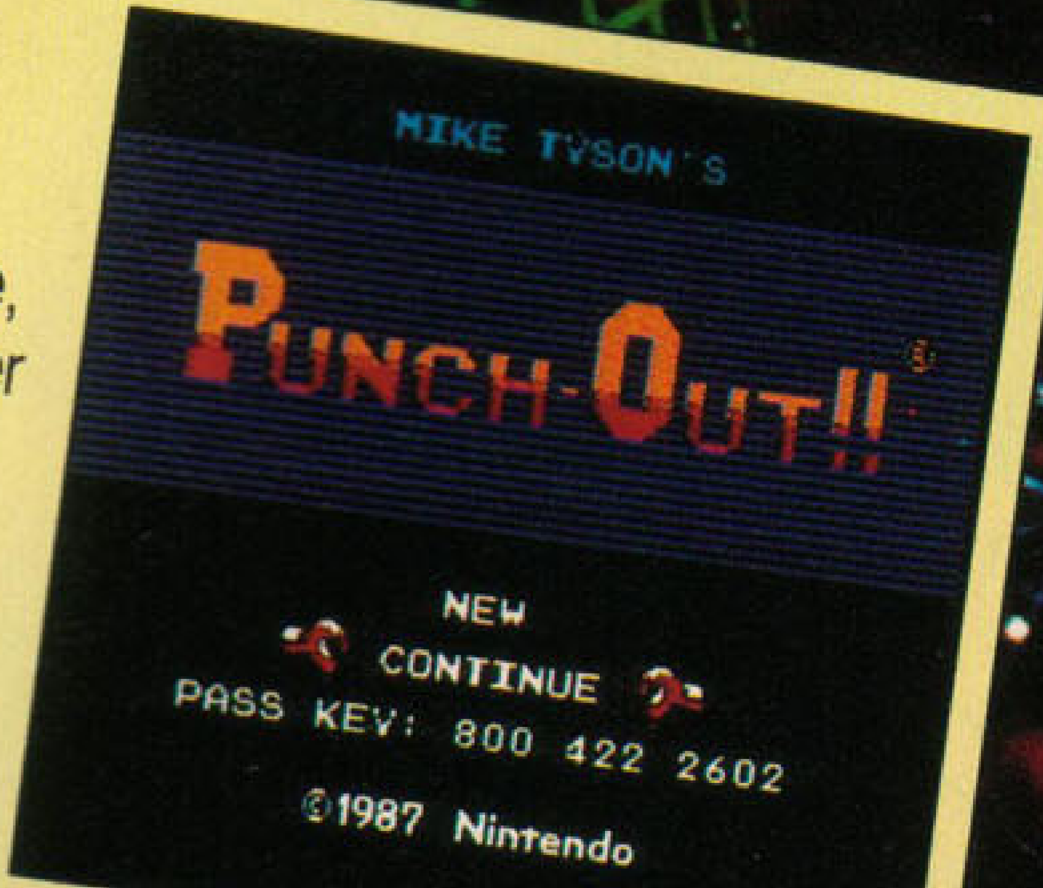
When the title screen appears, press Start, A, and B simultaneously and check out the Programmer's Screen!

Mike Tyson's Punch-Out!

Busy Signal

To get a busy signal on your game, type in the Nintendo phone number on the password entry!

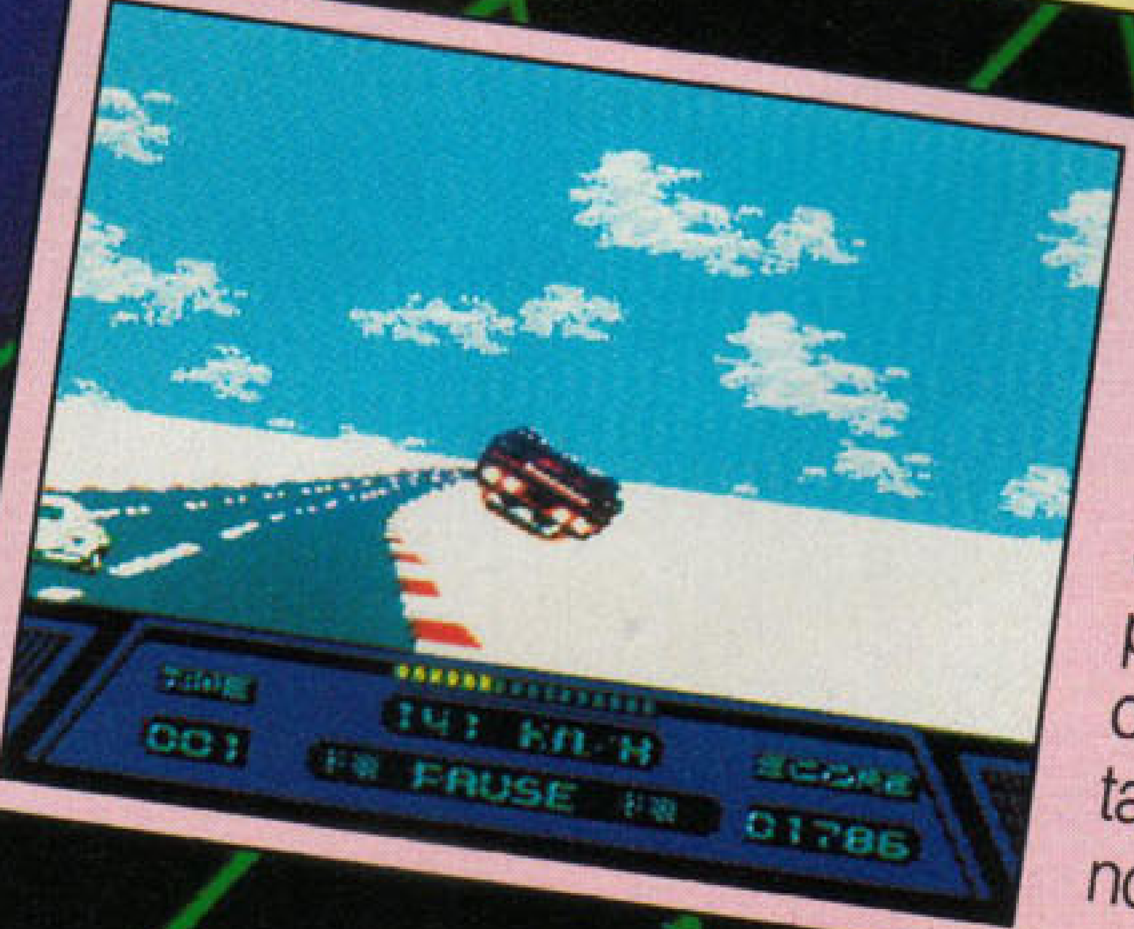
800 422 2602


MIKE TYSON'S

PUNCH-OUT!!

NEW
CONTINUE
PASS KEY: 800 422 2602

©1987 Nintendo



Rad Racer

Get back on the Road

If you crash, continually press the Start button to pause and unpause your game until your car comes back on the road. This takes up a lot less time than the normal method!

They stole your mind. Now get it back.
GET READY FOR THE RIDE OF YOUR LIFE.
SCHWARZENEGGER
TOTAL RECALL
Acclaim

TOTAL RECALL™

You are Quaid (aren't you?). You're about to take a vacation to Mars (they're trying to kill you). It should be fun (deadly secrets are being unlocked by your mind implant) and relaxing (only you can prevent an interplanetary catastrophe).

Beware of secret agents, Ninja hitmen, and robot drones attempting to destroy you. Have a safe trip (you'll never make it alive...)

Total Recall™. The action game you'll never forget.

GAMEPRO HOT TIPS HOTLINE
1-900
446-8477
EXT. 6639

Official Nintendo Seal of Quality

Licensed by Nintendo
for play on the
Nintendo
ENTERTAINMENT SYSTEM™

Acclaim™
entertainment, inc.
Masters of the Game™

Total Recall™ © 1990 Carolco Pictures, Inc. (U.S. & Canada); Carolco International N.V. (All other countries). All rights reserved. Acclaim™ and Masters of the Game™ are trademarks of Acclaim Entertainment, Inc. Nintendo®, Nintendo Entertainment System® and the official seals are trademarks of Nintendo of America Inc. © 1990 Acclaim Entertainment, Inc. All rights reserved.

RoboWarrior

The Locations of the Wells of Hope

Level 1-1: Look in the middle of the square rock formation, to the left of the chalice. Enter through the East wall. You'll need to bomb the wall five times.

Level 4-1: The well is at the end of the first screen. Look for the two squares of water. The Well of Hope is in the water square on the right.

Level 6-3: The well is in the middle of the letter "P" in the rock formation spelling the word "HELP". Enter through the East wall.

Level 7-1: Try the top square of the second area of water. Enter from the East, and go one square North. Be sure to wear a life preserver.

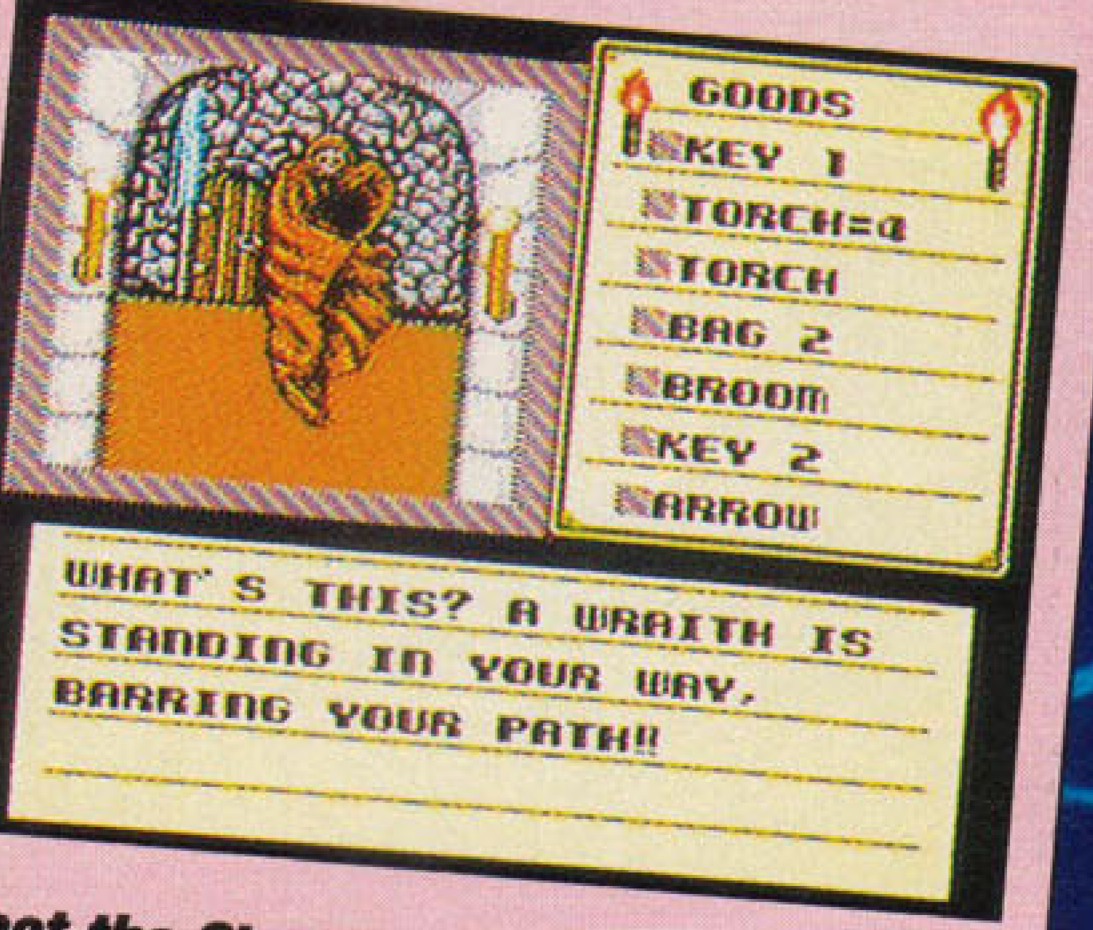
Level 8-1: Check the top square in the South river. Enter from the West.

Robocop

Unlimited Continues

Once you've used your first three continues hold down Buttons A, B, Select and Start simultaneously. You'll switch to the main title screen with Robocop in large letters. Move the cursor to "continue" and you're back to the last level where you left off.

Shadowgate

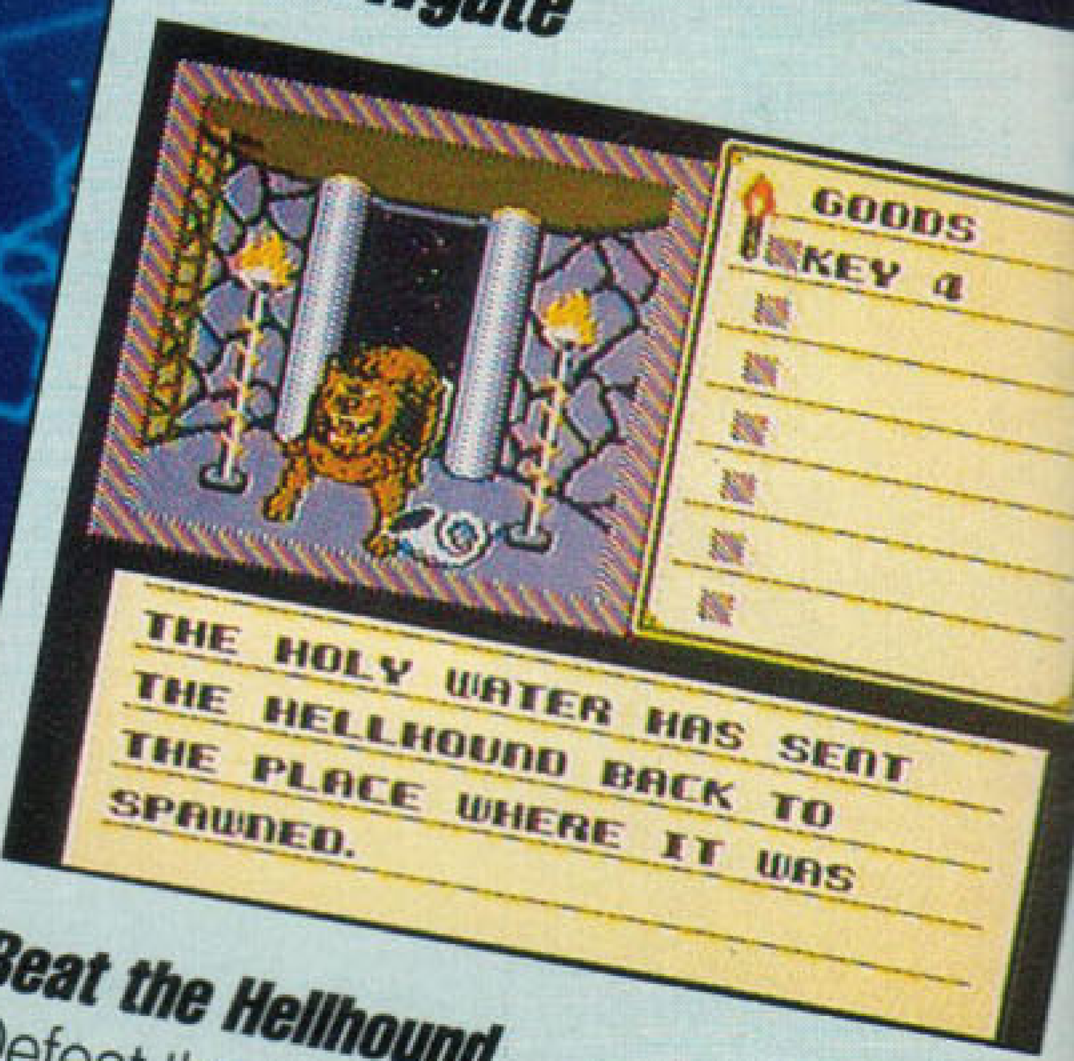


WHAT'S THIS? A WRAITH IS STANDING IN YOUR WAY, BARRING YOUR PATH!!

Beat the Shadow Wraith

To defeat the Shadow Wraith, you must first find the special torch. It's located on the wall in the first hallway after you open the double doors, next to the area with the open book sitting on a ledge. When you light this special torch, you will notice it glows green (Note: you must light this torch using the lit torch on the left side). Throw it at the Wraith and your problem will be solved.

Shadowgate

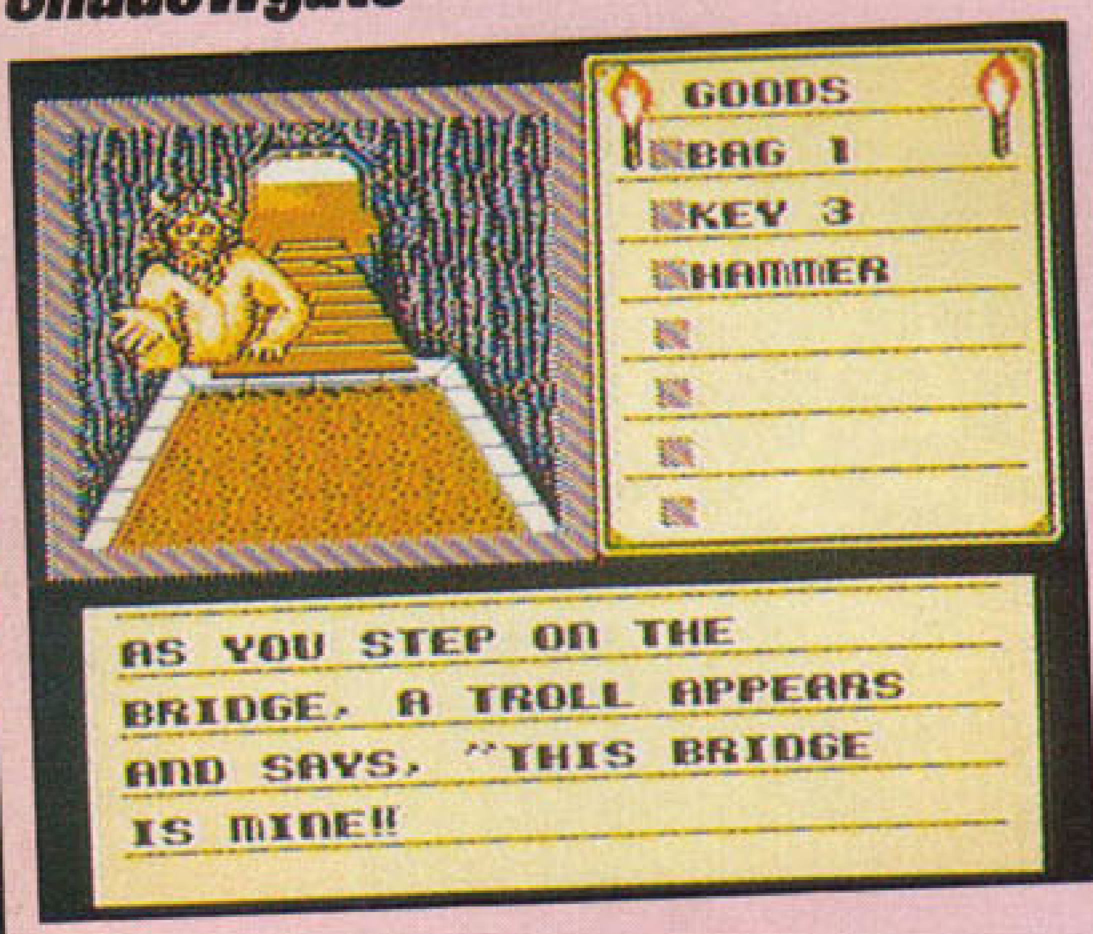


THE HOLY WATER HAS SENT THE HELLHOUND BACK TO THE PLACE WHERE IT WAS SPAWNED.

Beat the Hellhound

Defeat the Hellhound by using Holy Water on him. Don't forget to 'open' the vial before using it.

Shadowgate



AS YOU STEP ON THE BRIDGE, A TROLL APPEARS AND SAYS, "THIS BRIDGE IS MINE!!

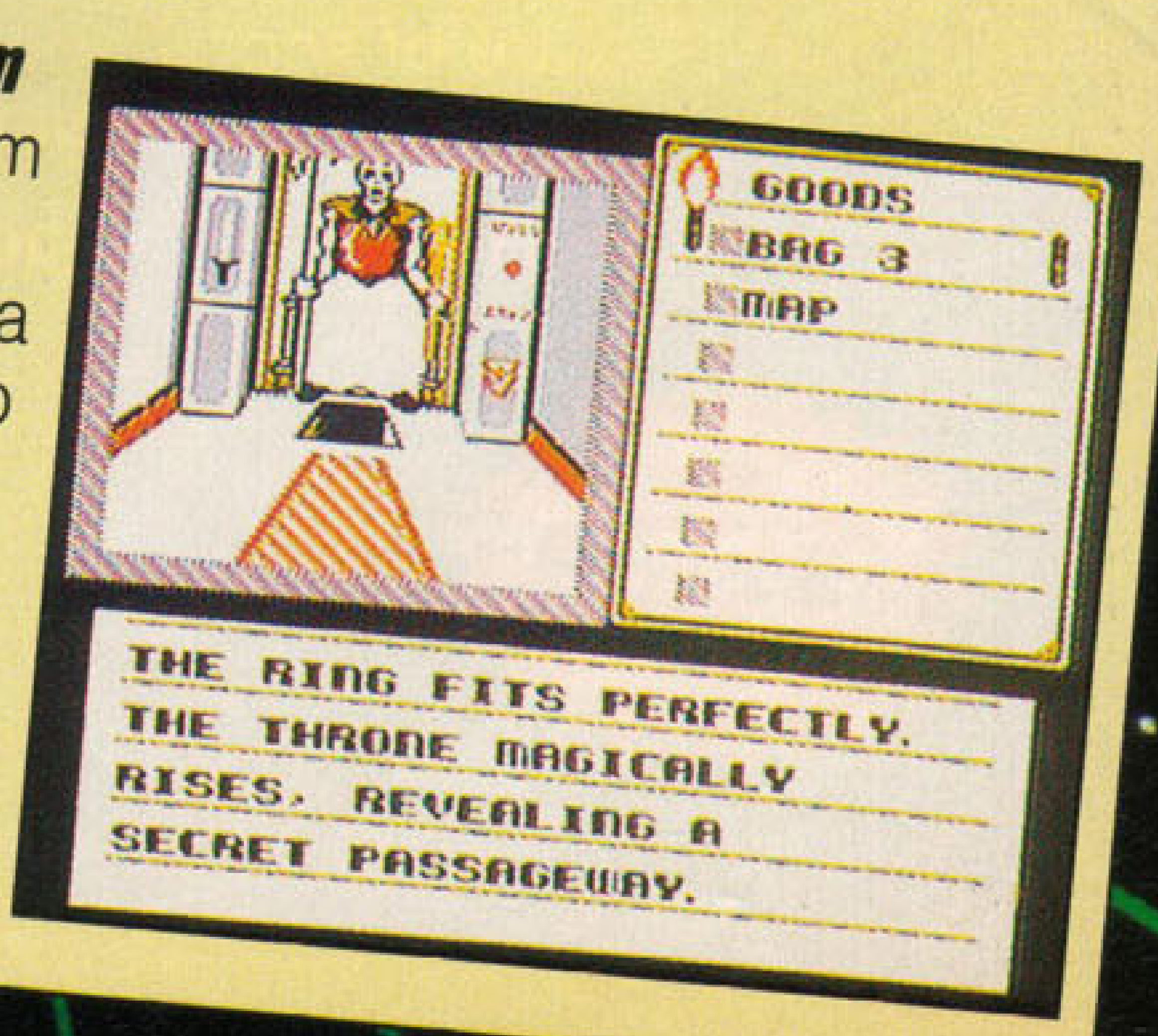
Beat the Troll

Get past the greedy troll at the bridge by using the spear on him. You can find the spear in the room with the fire-breathing dragon. Another way to get past is to use the Ulterior Humana scroll to make yourself invisible and sneak past.

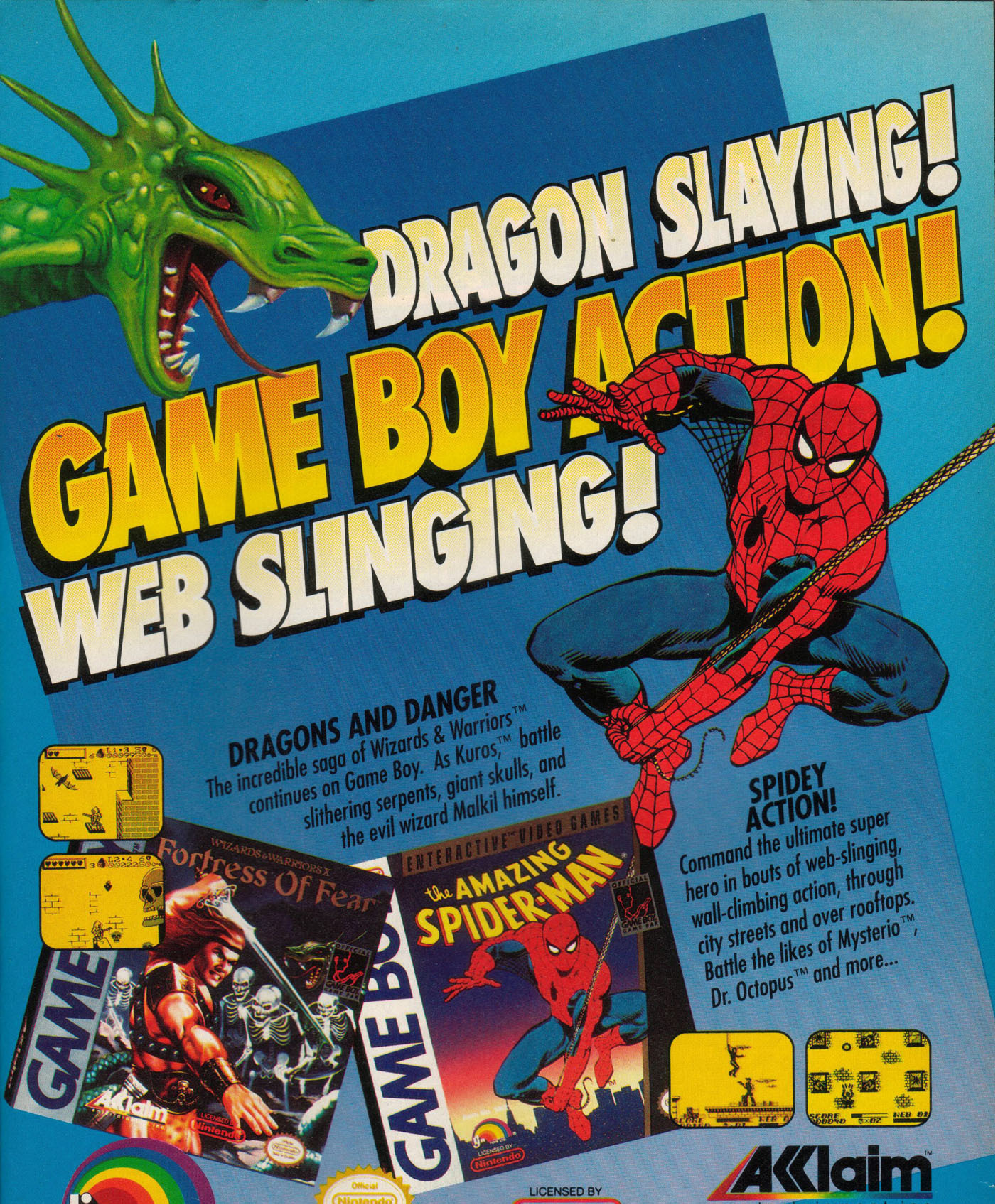
Shadowgate

Get Past the King's Throne Room

To get past the King's throne room you need two items: a ring, that can be found in the garden, and a scepter found when you set fire to the mummy in the one of the coffins in the Tomb Room. Put the ring in the slot in the wall and give the king the scepter. Doing this will open up a passage so you can continue on your way.



THE RING FITS PERFECTLY. THE THRONE MAGICALLY RISES, REVEALING A SECRET PASSAGEWAY.


DRAGON SLAYING!
GAME BOY ACTION!
WEB SLINGING!
WIZARDS & WARRIORS X
Fortress Of Fear
GAME BOY
Acclaim
the AMAZING SPIDER-MAN
ENTERACTIVE VIDEO GAMES
GAME BOY
LICENSED BY Nintendo

DRAGONS AND DANGER

The incredible saga of Wizards & Warriors™ continues on Game Boy. As Kuros,™ battle slithering serpents, giant skulls, and the evil wizard Malkil himself.

SPIDEY ACTION!

Command the ultimate super hero in bouts of web-slinging, wall-climbing action, through city streets and over rooftops. Battle the likes of Mysterio™, Dr. Octopus™ and more...

ljn LTD.®

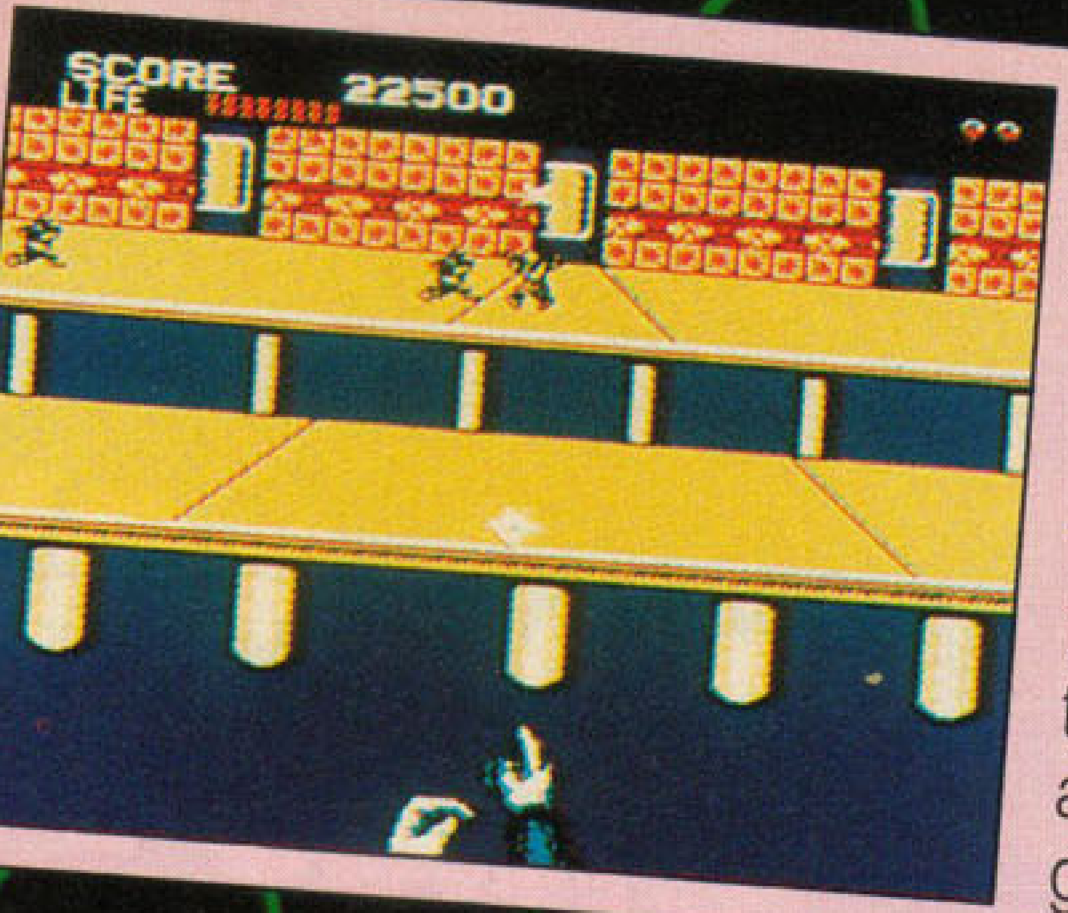
Official Nintendo Seal of Quality

LICENSED BY Nintendo®

Acclaim™ entertainment, inc.
Masters of the Game™

IronSword™ Kuros™, Wizards & Warriors X: Fortress of Fear™, Masters of the Game™ and Acclaim™ are trademarks of Acclaim Entertainment, Inc. Wizards & Warriors™ and IronSword™ ©1987,1988 Rare Ltd., licensed to Acclaim Entertainment, Inc. by Rare Coin It, Inc,. Nintendo®, Game Boy™, Nintendo Entertainment System®, and the official seals are trademarks of Nintendo of America Inc. Marvel Super Hero, The Amazing Spider-Man, Mysterio, Dr. Octopus and the distinctive likeness thereof are trademarks of Marvel Entertainment Group, Inc. and are used with permission. All Marvel characters Copyright ©1990 Marvel Entertainment Group, Inc. All rights reserved. ©1990 Acclaim Entertainment, Inc.

NINTENDO TIPS·TACTICS HOT PASSWORDS



Shinobi

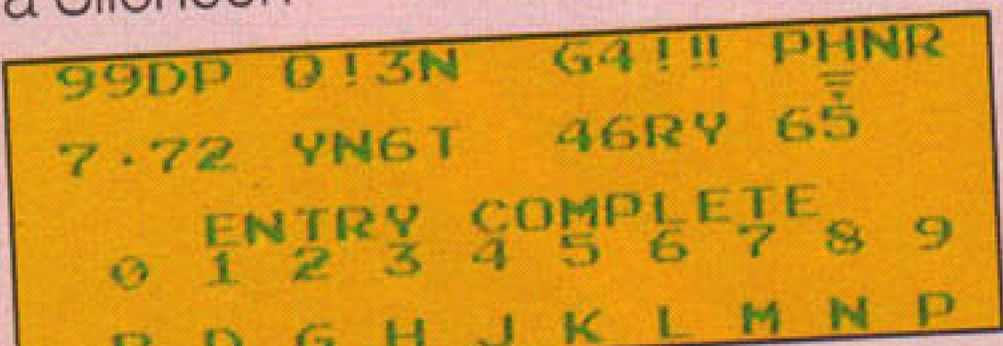
Perfect Bonus Rounds

One easy way to complete a bonus round perfectly is to set your rapid fire controller to its fastest rate and then stay centered in the middle of the screen. If you stay in this spot and rapidly throw your stars, you'll get the ninja magic every time!

Snake's Revenge

Passwords

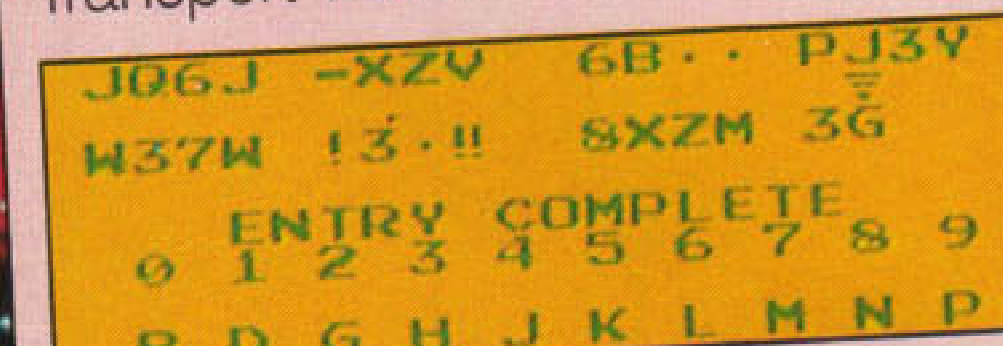
This password puts you inside the Fortress on the First Level. You've got Card 1 and 2, Three Foods, One Truth Gas, One Oxygen Tank, 50 Pistol, 50 Machine Gun, Seven Grenades, Seven Explosives, and a Silencer:



99DP Q!3N G4!! PHNR
7.72 YN6T 46RY 65
ENTRY COMPLETE
0 1 2 3 4 5 6 7 8 9
B D G H J K L M N P

99DP Q!3N G4!!! PHNR
7.72 YN6T 46RY 65

This password starts you at the Transport Trains:



JQ6J -XZV 6B.. PJ3Y
W37W !3.!! 8XZM 3G
ENTRY COMPLETE
0 1 2 3 4 5 6 7 8 9
B D G H J K L M N P

JQ6J -XZV 6B.. PJ3Y
W37W !3.!! 8XZM 3G

Shinobi

Level Select

Here's a level select with a twist. Sega's Shinobi and Nintendo's Shinobi have the same level select:

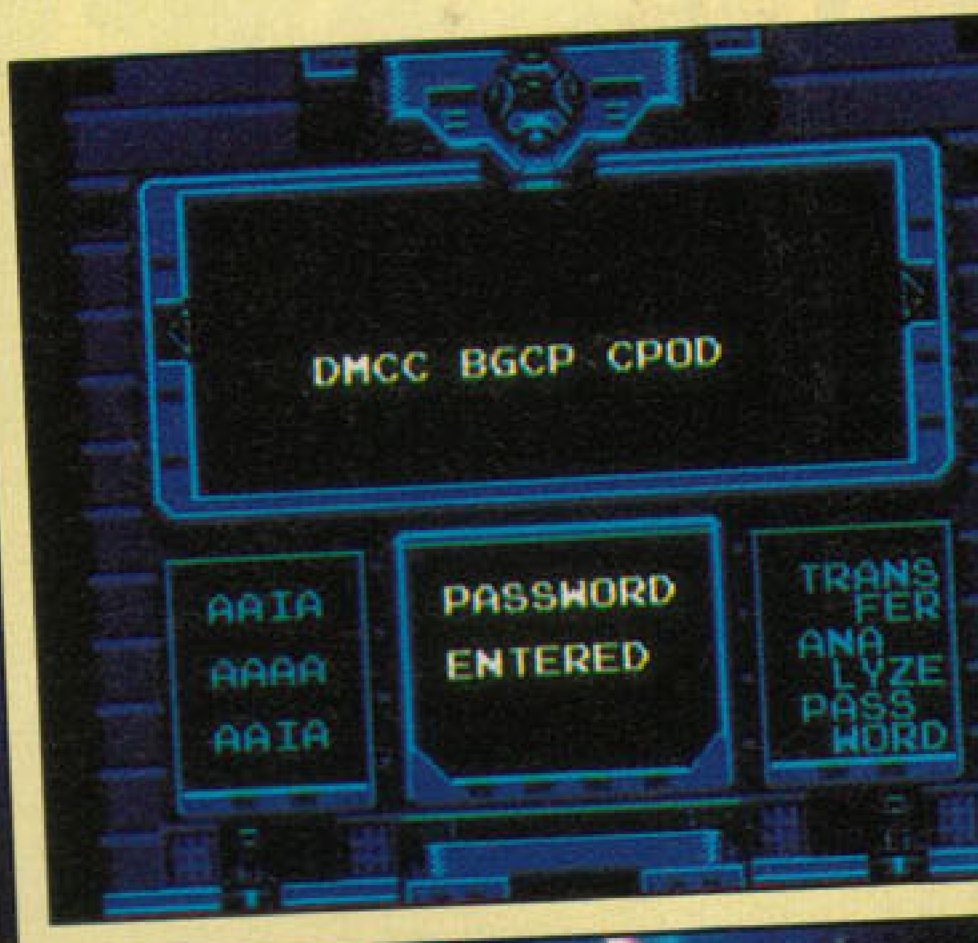
Down, Down, Left, Right, Up, Up, Start.

Strider

End of Game password!

Here is a code that takes you straight to Matic in Strider!

DMCC BGCP CPOD



DMCC BGCP CPOD

AAIA
AAAA
AAIA

PASSWORD ENTERED

Sky Kid

Continue

Hold Down and Left at the same time on Controller 2, then press Start on Controller 1 to resume the same level you ended your game on.

Spy Hunter

Get 10 free cars!

When the title screen appears, hold right on the joystick, Select and Start simultaneously. When the timer is obliterated you will receive 10 free cars if you don't crash. If you crash before the timer is depleted, the 10 cars will be subtracted one by one depending on how many times you crash!

Star Soldier

Super Laser Weapon!

Quite a few GamePro's have written in stuck on that tough space shoot-em-up Star Soldier! Here's a trick that gives you a super laser weapon! Before powering on the NES, on Controller 1 hold diagonally Up and to the Left, and the A and B buttons simultaneously. Keep holding all of these down, and power up the system. Without letting go, press the Select button 10 times, while still holding all of the directions and buttons! The screen will flash to let you know the trick worked. When your game begins you'll find you have the shield and 5-way fire already equipped on your ship. By pressing Select, your pea-shooting firepower is turned into intense laser blasts. You'll have no trouble getting Star Brains with these weapons!

THE ARCADE SMASH!
SIMULTANEOUS 2-PLAYER ACTION!
THE INNOCENT
NARC 2000
OR BLAST EM
NARC
SECRET DRUGS LAB
INNER SANCTUM
VERY DANGEROUS
"NO ONE HAD THE GUTS...UNTIL NOW"
Acclaim
GAMEPRO HOT TIPS HOTLINE
1-900 446-8477
EXT. 6639
Official Nintendo Seal of Quality
just say no INTERNATIONAL

NARC®

"NO ONE HAD THE GUTS... UNTIL NOW"

You are Max Force... your mission... bust Mr. Big and destroy the dreaded criminal empire... seize all contraband, stolen money, illegal weapons... use rocket bombs, high-powered machine guns... apprehend all suspects... protect the innocent and punish the guilty... stop at nothing!

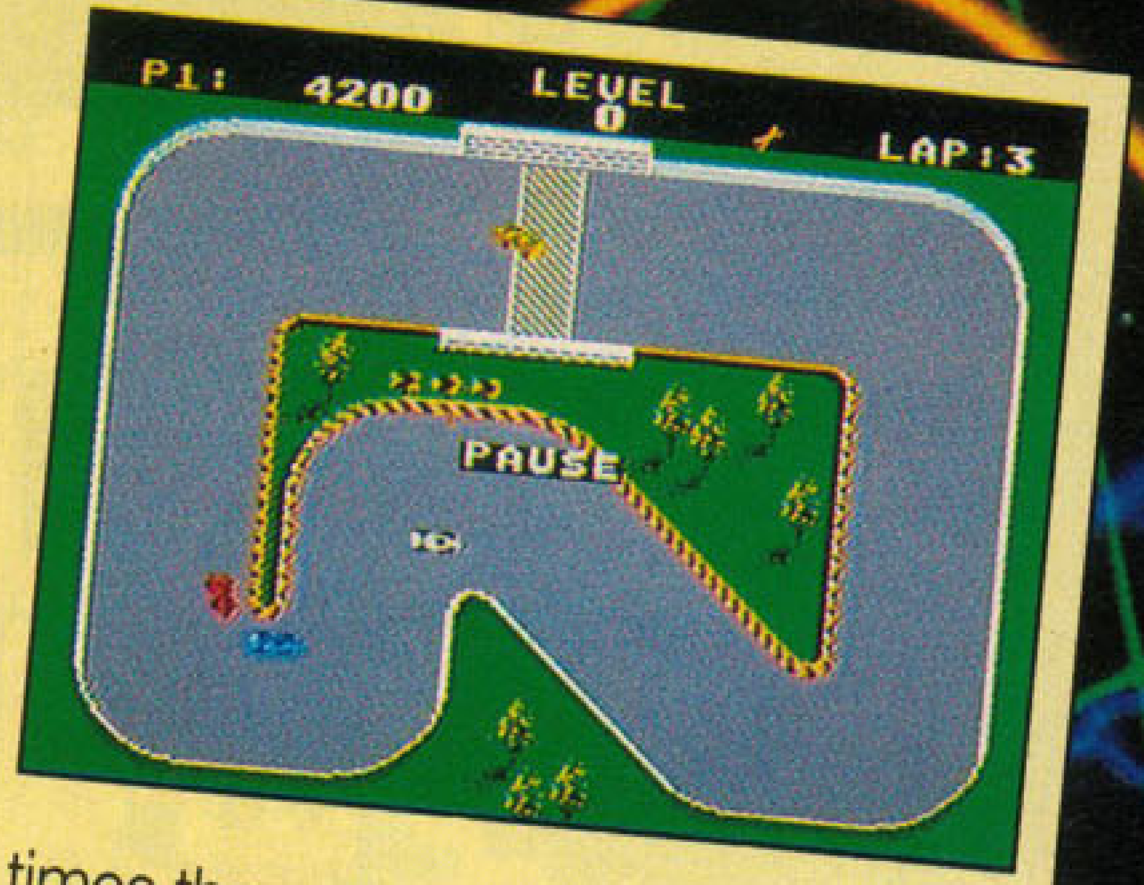
Licensed by Nintendo for play on the
Nintendo
ENTERTAINMENT SYSTEM®

Acclaim™
entertainment, inc.
Masters of the Game™

Masters of the Game™ and Acclaim™ are Trademarks of Acclaim Entertainment, Inc. NARC® TM & © 1988 Williams® Electronics Games, Inc. Nintendo,® Nintendo Entertainment System® and the official seals are trademarks of Nintendo of America Inc. Acclaim Entertainment, Inc. has made a contribution of $25,000 to "Just Say No" International, the organization dedicated to the prevention of substance abuse in young adults nationwide. ©1990 Acclaim Entertainment, Inc.

NINTENDO
TIPS·TACTICS
HOT
PASSWORDS

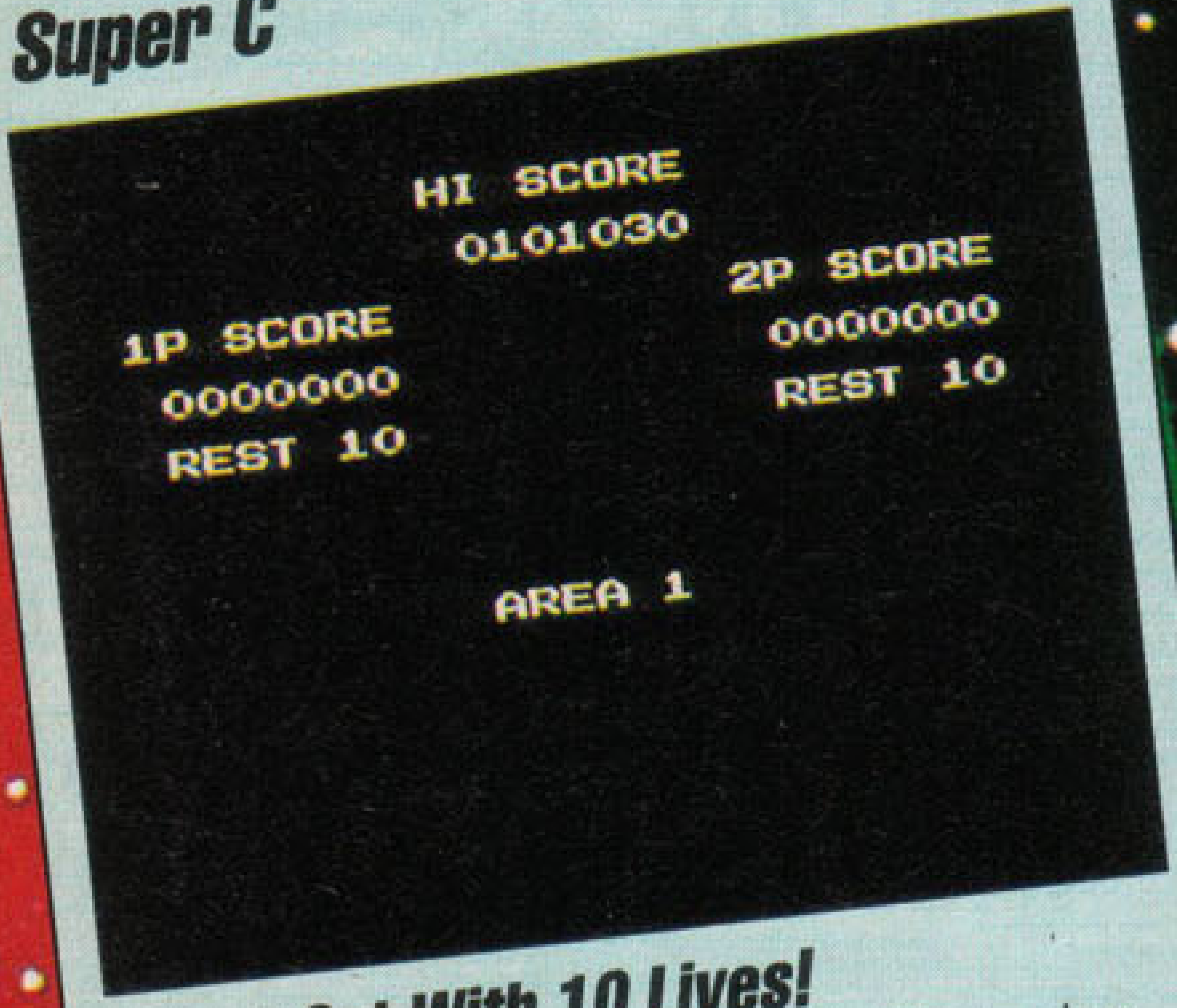
Super Sprint



Add Extra Laps!

In Tengen's Super Sprint you can add two to three extra laps every time you complete a lap. Just before you finish the first lap turn on the slow motion button (or press Start very rapidly). As you cross the line every time the game pauses and unpauses a lap is added. Depending on your car's speed you can add up to three laps. Keep the slow motion on even a few seconds after you cross the line and sometimes the game will continue to add laps. This trick enables you to take more time to grab the wrenches and power-ups on the track.

Super C



HI SCORE
0101030
1P SCORE
0000000
REST 10
2P SCORE
0000000
REST 10
AREA 1

Start Out With 10 Lives!

To begin the game with 10 lives during the title screen hit: Right, Left, Down, Up, A, B, and Start. For two players press Select at the end of this sequence.

Teenage Mutant Ninja Turtles

Underwater Survival

It is very difficult to disarm eight bombs in 2 minutes and 30 seconds! However, here's a trick that doubles your time...making it easy to disarm all eight bombs.

Disarm the most difficult bombs including the two bombs past the "electric seaweed."

Chances are one of your turtles will be in bad shape by the time you pass through the seaweed. When six bombs are disarmed, allow your injured turtle to be captured. You'll find yourself back at the beginning with a fresh 2:30, and only two bombs remaining!

Thunderbirds

Level Select

Push Up and Left simultaneously while resetting the game. Now push Button A, then Button B, then Select. Now pick your level.

Teenage Mutant Ninja Turtles

Unlimited Pizza Tricks

Check out these areas to get maximum pizza with minimum risk! Just at the exit to the first sewer area there is a slice of pizza. Take the pizza and then exit the sewer. Now, go back down the exit and you'll find more pizza! Simply destroy the Foot Clan Foot Solider (by not moving from the ladder) and take the slice. You can do this an unlimited number of times–and power up all of your turtles! Try this same trick in the sewer just before the area where April is being held captive.

Twin Cobra

Unlimited Free Men

Grab unlimited 1-Ups and shoot your score through the stratosphere by storing your super bombs until you've got nine. Once your reserves are filled you can bomb ground targets and expose 1-Ups instead of invincibility and bonus point stars!

Thunderbirds

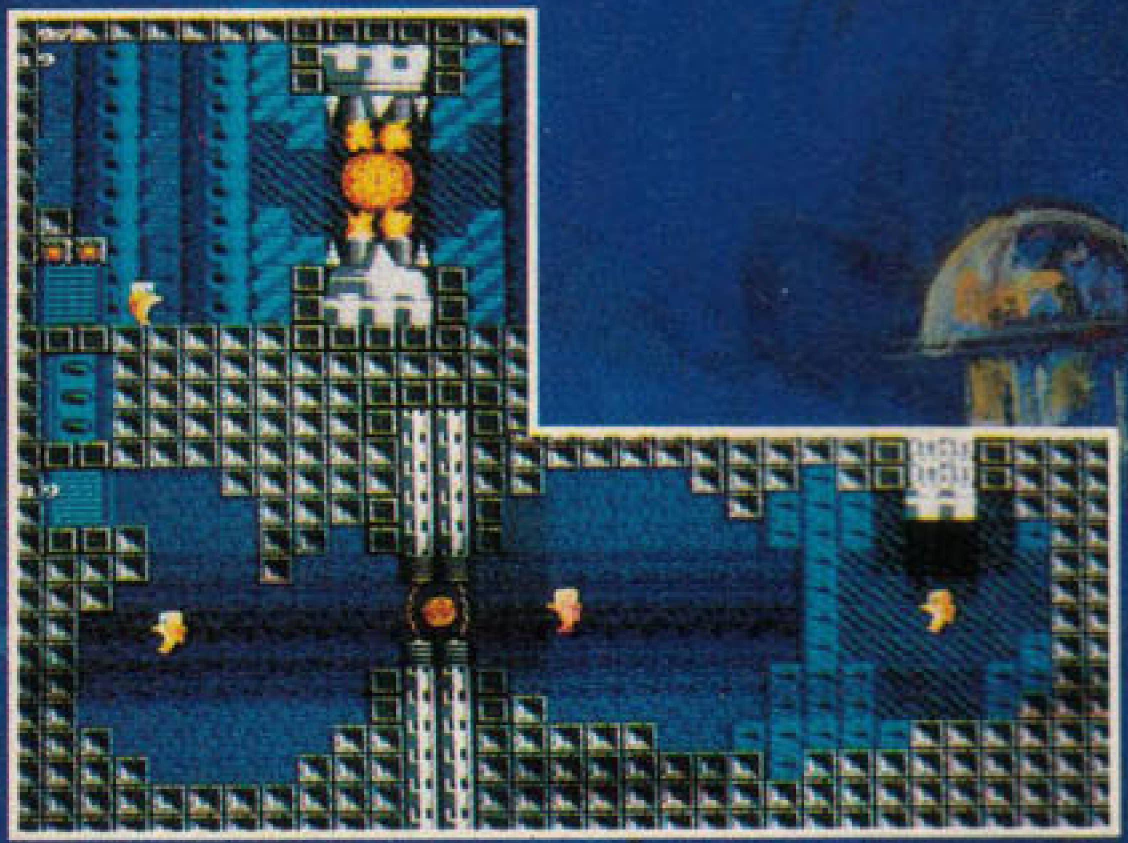
Automatic Level Finish

Start the game. While playing push Pause. Now push Up and Left simultaneously. Then push Button A, Button B, and Select simultaneously. Next unpause the game. This finishes the level automatically.

AIR FORTRESS™

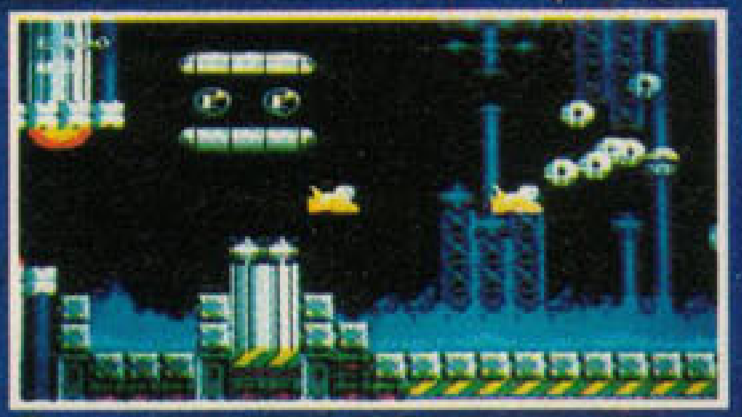
16 challenging levels of video game play

- Battle enemy forces on the Air Base, picking up energy and weapons!
- Into the Air Fortress, to search out and destroy the Central Reactor!
- Find your way back to your ship before the Air Fortress self-destructs!



Danger around every bend in the Air Fortress!

HAL
AIR FORTRESS



High-speed arcade action on the Air Base!

Nintendo World Championships 1990

Watch for our games at the Nintendo World Championships. Soon to be in a city near you.

HAL™

HAL AMERICA INC.

The Funatic Specialists™

Licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM

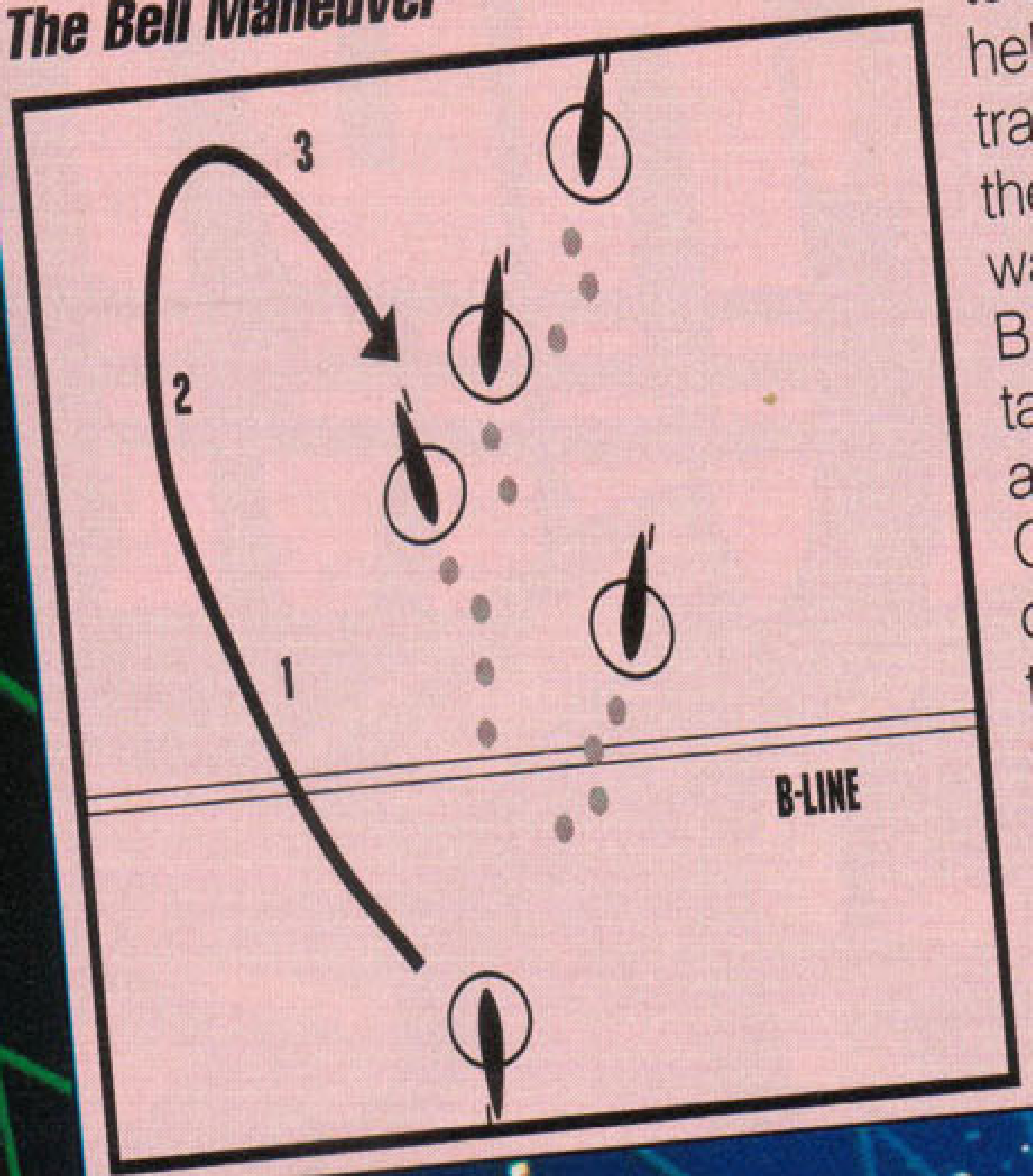
7873 S.W. Cirrus Drive, Building 25F, Beaverton, Oregon 97005
Tel. 503/644-4117 Fax. 503/641-5119

Official Nintendo Seal of Quality

HAL is a trademark of HAL America Inc. Nintendo® and Nintendo Entertainment Systems® are trademarks of Nintendo of America Inc.

Twin Cobra

The Bell Maneuver



The Bell Maneuver is a good way to avoid squads of hostile attack helicopters when there are no transports or ground cannons in the area. To pull off the maneuver wait until the helicopters reach Line B. When they reach the line they'll target you. Fly to the left or the right, and up the side of the screen. Once you get around and past the choppers they'll lose track of you or turn around. When you reach the top right or left of the screen fly to the middle and down to dodge new attack squadrons and blast the choppers that have followed you to the side of the screen.

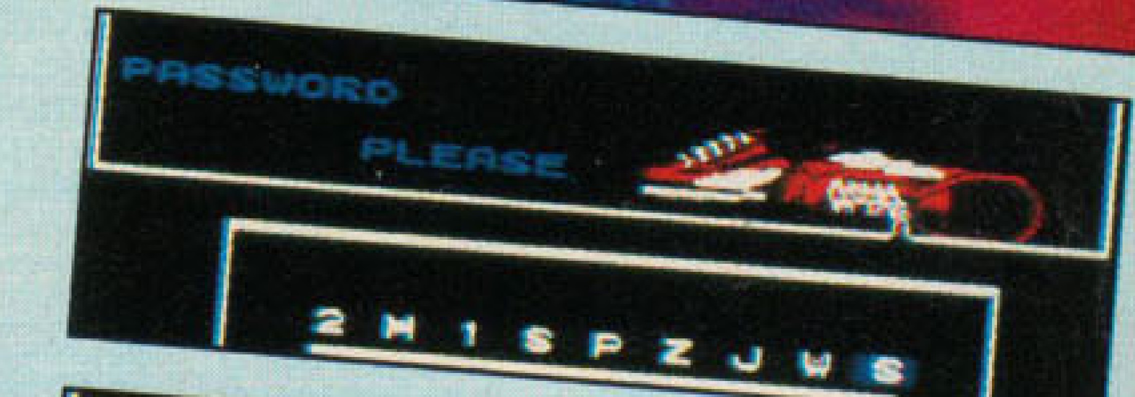
Track and Field II

ARCHERY
O. MACDONALD

Last Day Passwords!

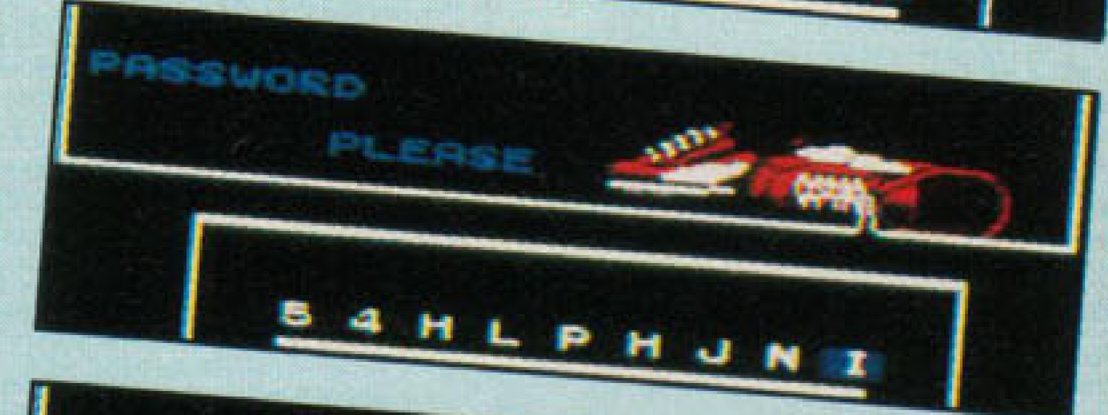
Here are some last day passwords for different countries. See if you can make it to the end of the Olympics!

2M1SPZJWS	USR
54HLPHJNI	USA
5ZHDPZJ2S	FRG



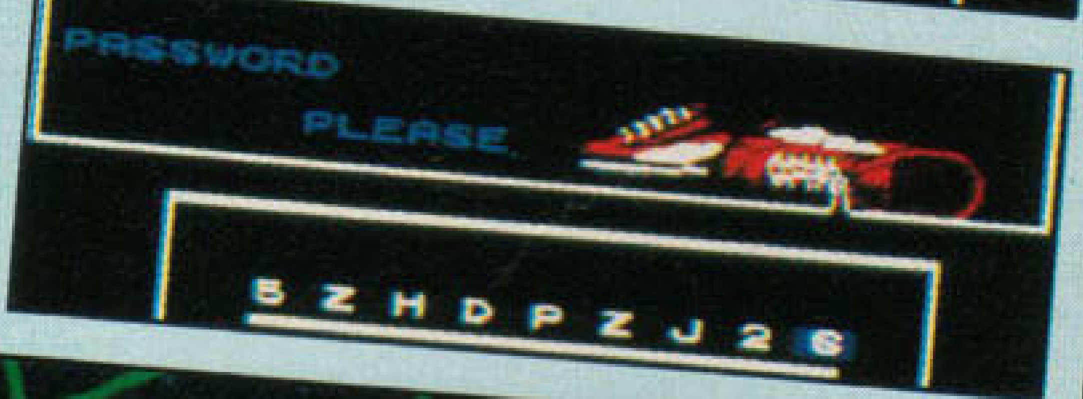
PASSWORD PLEASE

2M1SPZJWS



PASSWORD PLEASE

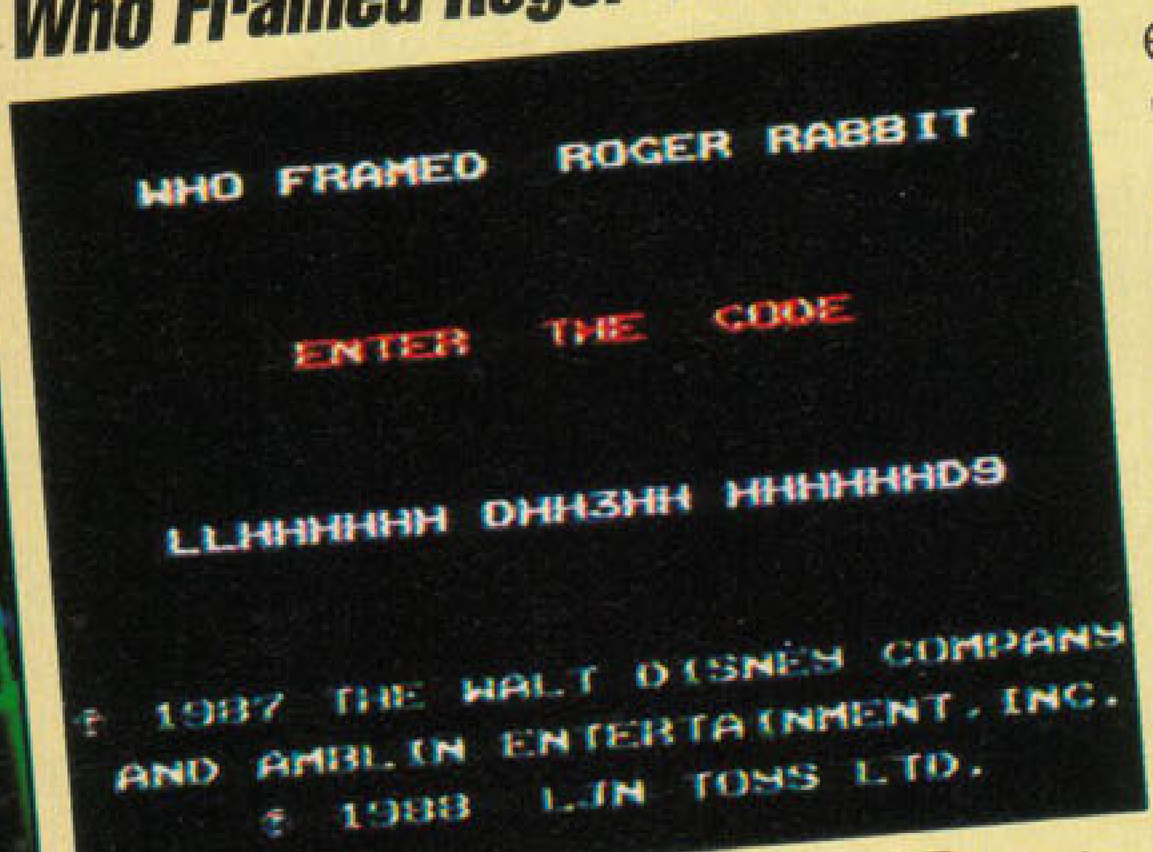
54HLPHJNI



PASSWORD PLEASE

5ZHDPZJ2S

Who Framed Roger Rabbit



WHO FRAMED ROGER RABBIT

ENTER THE CODE

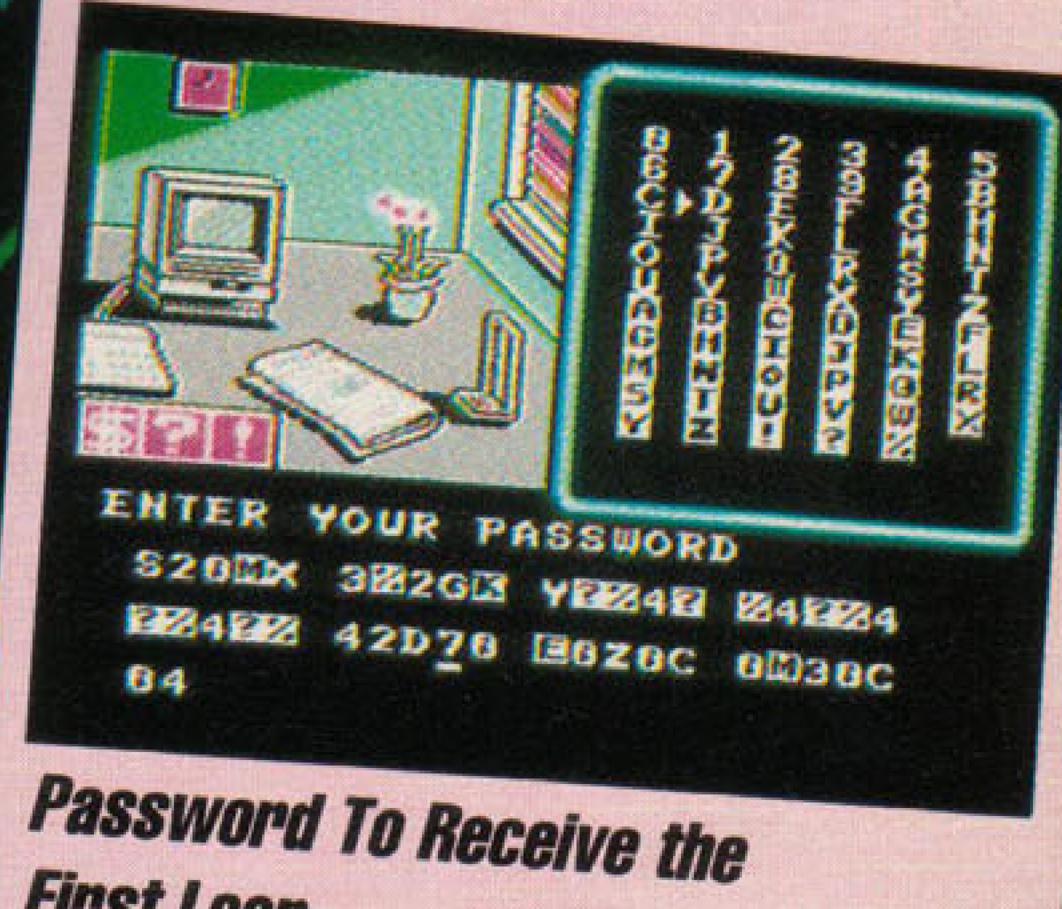
LLHHHHHH DHH3HH HHHHHHD9

© 1987 THE WALT DISNEY COMPANY AND AMBLIN ENTERTAINMENT, INC.
© 1988 LJN TOYS LTD.

Use this code in Who Framed Roger Rabbit and you'll be powered up with everything including the four pieces of the "Will." Go to the warehouse and go to the right end of the screen. Stand between the boxes and the edge of the screen, throw a baseball, then run to the left and go into the warehouse while the Weasel is occupied with the ball. The bomb and the exploding cigars do the most damage to Doom besides the powered-up punch.

LLHHHHHH-DHH3HH-HHHHHHD9

Wall Street Kid



ENTER YOUR PASSWORD
S20MX 3%2GK Y?%4? %4?%4
?%4?% 42D70 E0Z0C 0M30C
04

Password To Receive the First Loan

S20MX 3%2GK Y?%4? %4?%4
?%4?% 42070 E0Z0C 0M30C
04

OFFICIAL
GAME BOY
GAME PAK
HAI
Official
Nintendo
Seal of Quality

SHANGHAI™

The game that took over 2500 years to develop—and at least that long to master! A seemingly endless number of variations of the playing board, each with five increasingly difficult stages to unravel. Play the original version, using Mah Jongg tiles, or the updated version using the alphabet. We can teach you how to play the game—the only thing we can't teach you is how to quit!

HAI™
HAL AMERICA INC.
The Funatic Specialists™
7873 S.W. Cirrus Drive, Building 25F • Beaverton, Oregon 97005
Tel 503/644-4117 • Fax 503/641-5119

Revenge of the 'Gator™

'Gators galore! Eight scrolling screens—secret entrances to bonus areas—hungry 'gators that unexpectedly swallow your ball and move it to a new screen—all in a package you can slip into a pocket and take with you anywhere. You'd need a pinball machine the size of the Everglades to hold all this excitement, but Hal America and Game Boy™ make it portable.

LICENSED BY
Nintendo®

Nintendo, Game Boy and the Official Seals are trademarks of Nintendo of America Inc. ©1990 Nintendo of America Inc.

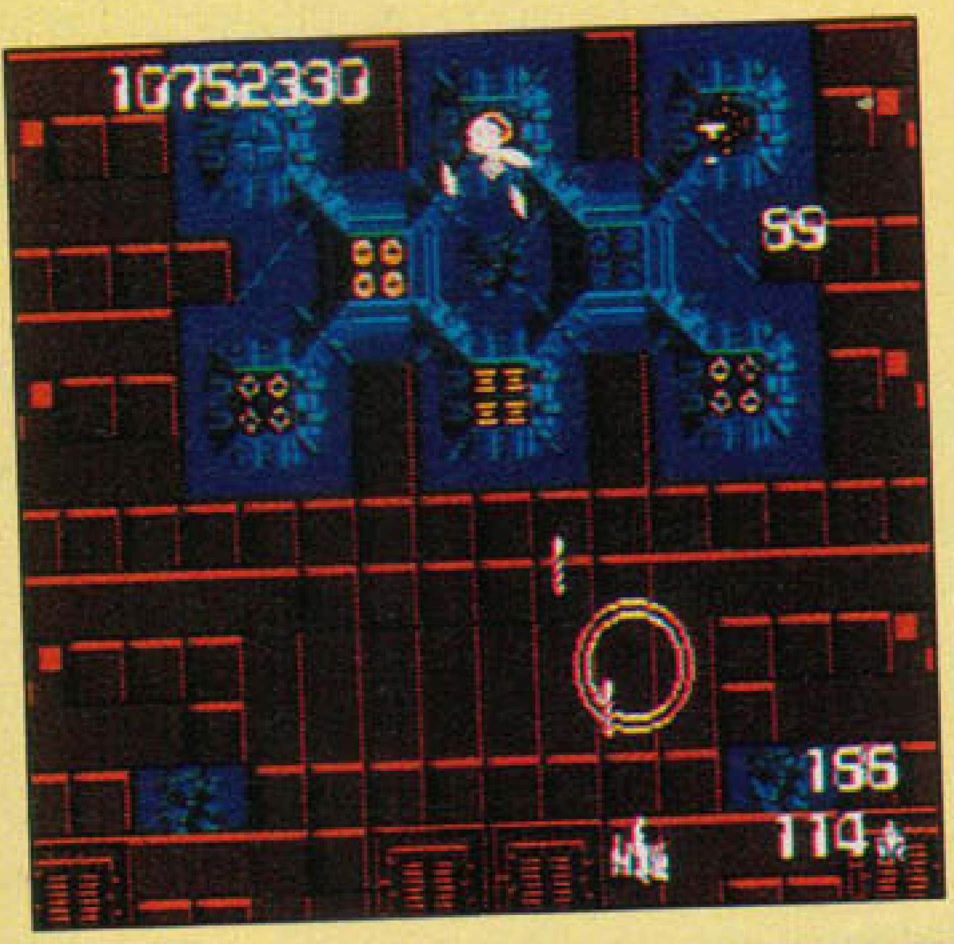
©1990 HAL AMERICA INC.

NINTENDO TIPS·TACTICS HOT PASSWORDS

Zanac

Change the Music

Does the game over music on Zanac get boring? Why not change it! Here's how....

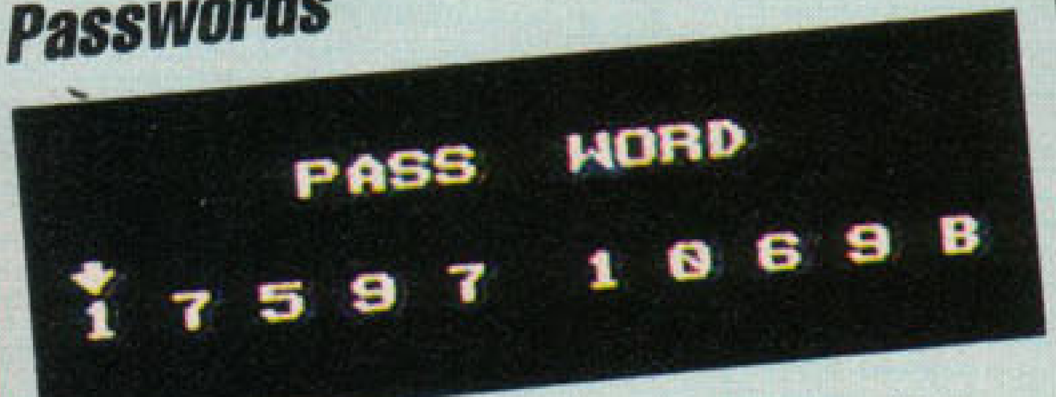


When your last ship is destroyed, quickly press and hold the select button. You'll hear an entirely new sound. The sound doesn't stay like that – just while you hold the Select button down! This works on every area.

In Area 10 you can change the background music! After you destroy a boss, any boss on Area 10, press and hold the Select button. When your ship starts to move you'll find the background music is different! After you destroy the next boss, the background music changes back to the original – unless you press and hold the Select button again!

Xexyz

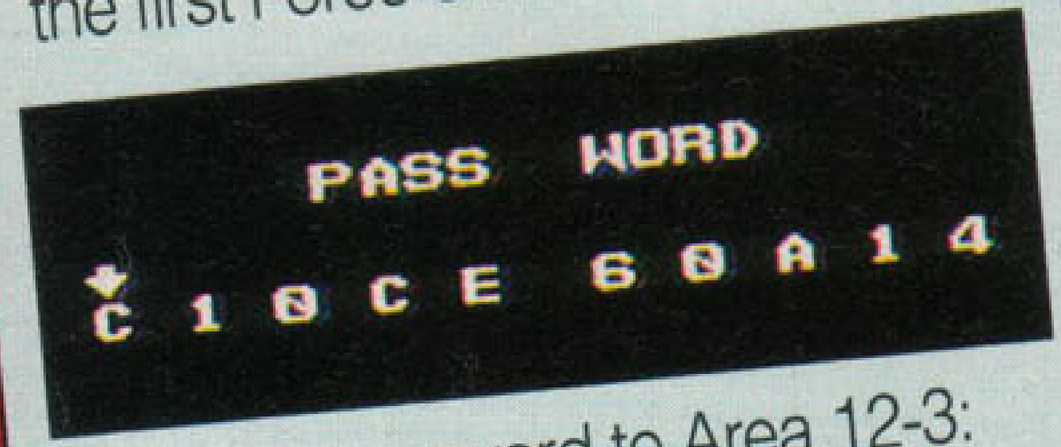
Passwords



PASS WORD

17597 1069B

Here's a password that puts you in Area 1-1 with 295 E-Balls and the first Force Star: **17597 1069B**



PASS WORD

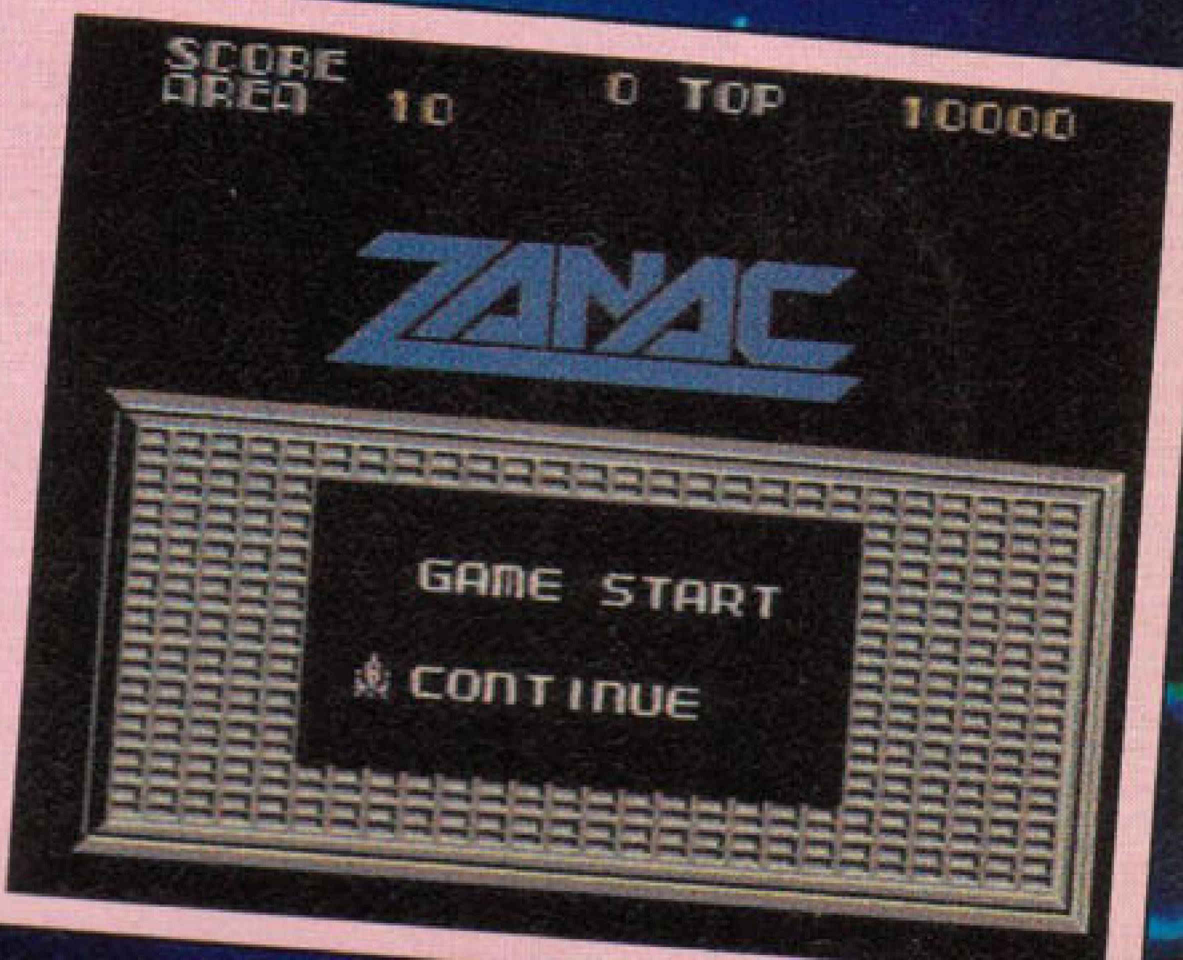
C10CE 60A14

Here's a password to Area 12-3: **C10CE 60A14**

Zanac

Pick your Level.

When the Zanac title screen appears, press Reset on your Nintendo deck 13 times, then press Start. Select Continue, and move the controller Left and Right to select stages 1-10, then press Start.



SCORE 0 TOP 10000
AREA 10

ZANAC

GAME START
CONTINUE

Zelda II

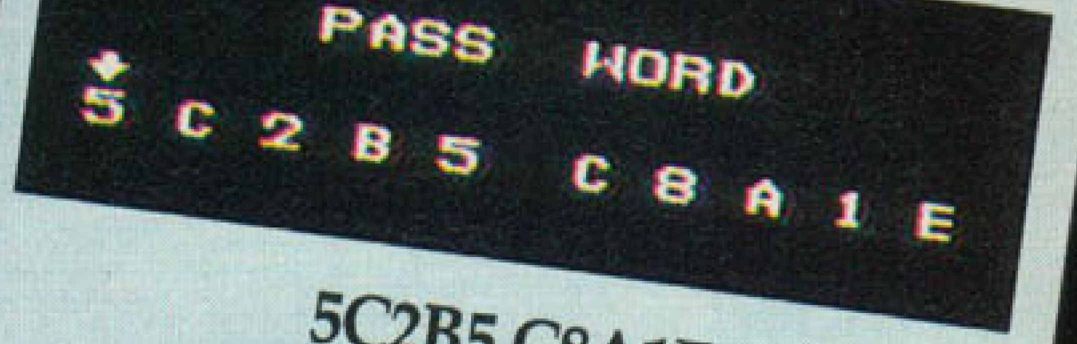
Use Turbo to Power-Up

If you're into Zelda II you already know how tedious it is to raise your various elements of power. If you've got a turbo, there's an effortless way to do this on a day when you've got other things to do.

Go to the Moruge Swamp and pick a fight with the strong enemy. Eliminate the Octoroks and proceed to the far left of the screen, facing east. By keeping the B turbo pressed Link never misses a Moby. Use a small "C" clamp (available at any hardware store) to keep the button down and check in every half hour or so. When Link reaches the next point level the game will pause. Don't undo the clamp. Choose as usual and continue. To raise all levels above eight it takes a single life and about a minute per 58 points. No sweat!

Xexyz

Ending Password!



PASS WORD

5C2B5 C8A1E

5C2B5 C8A1E

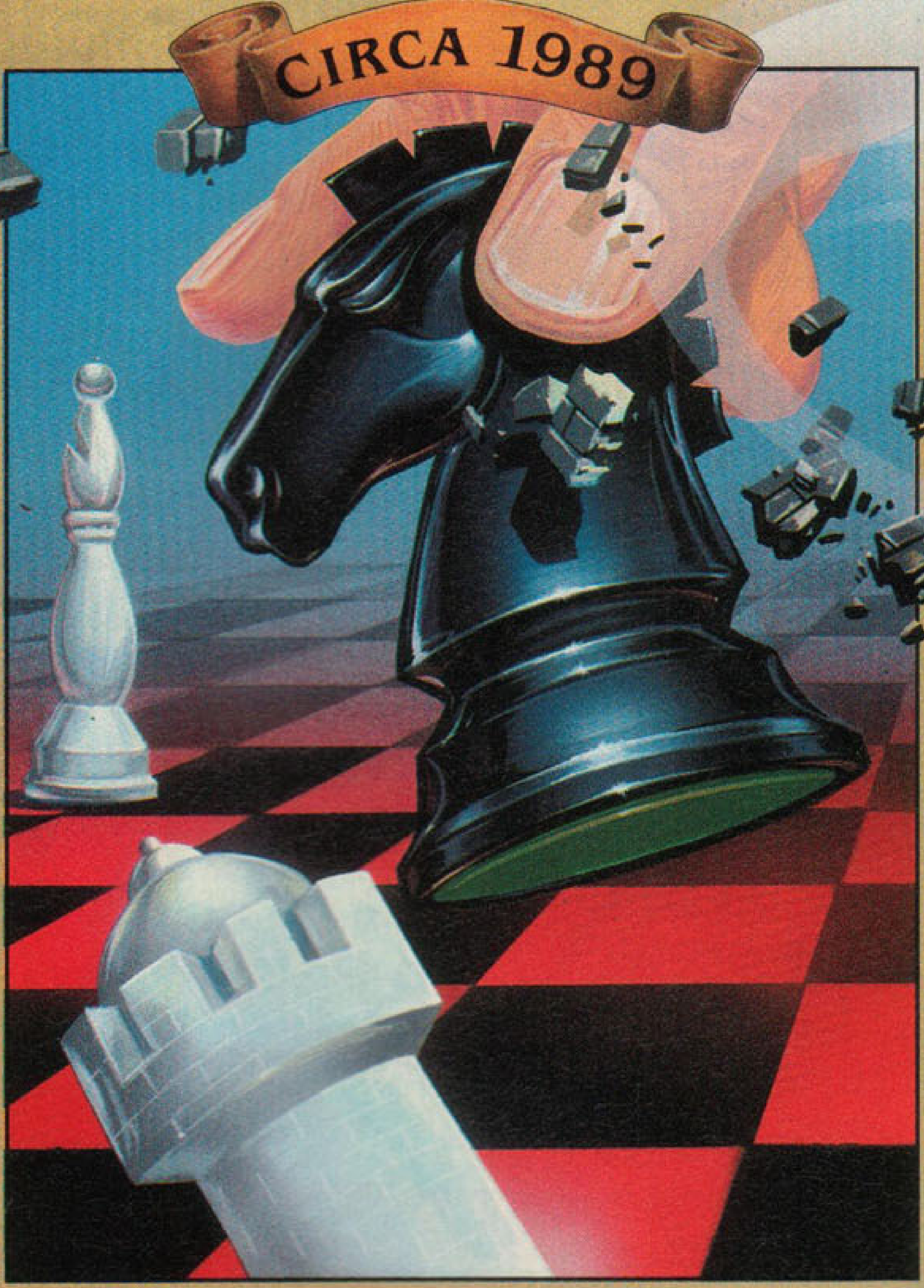
Zanac

Sound Test

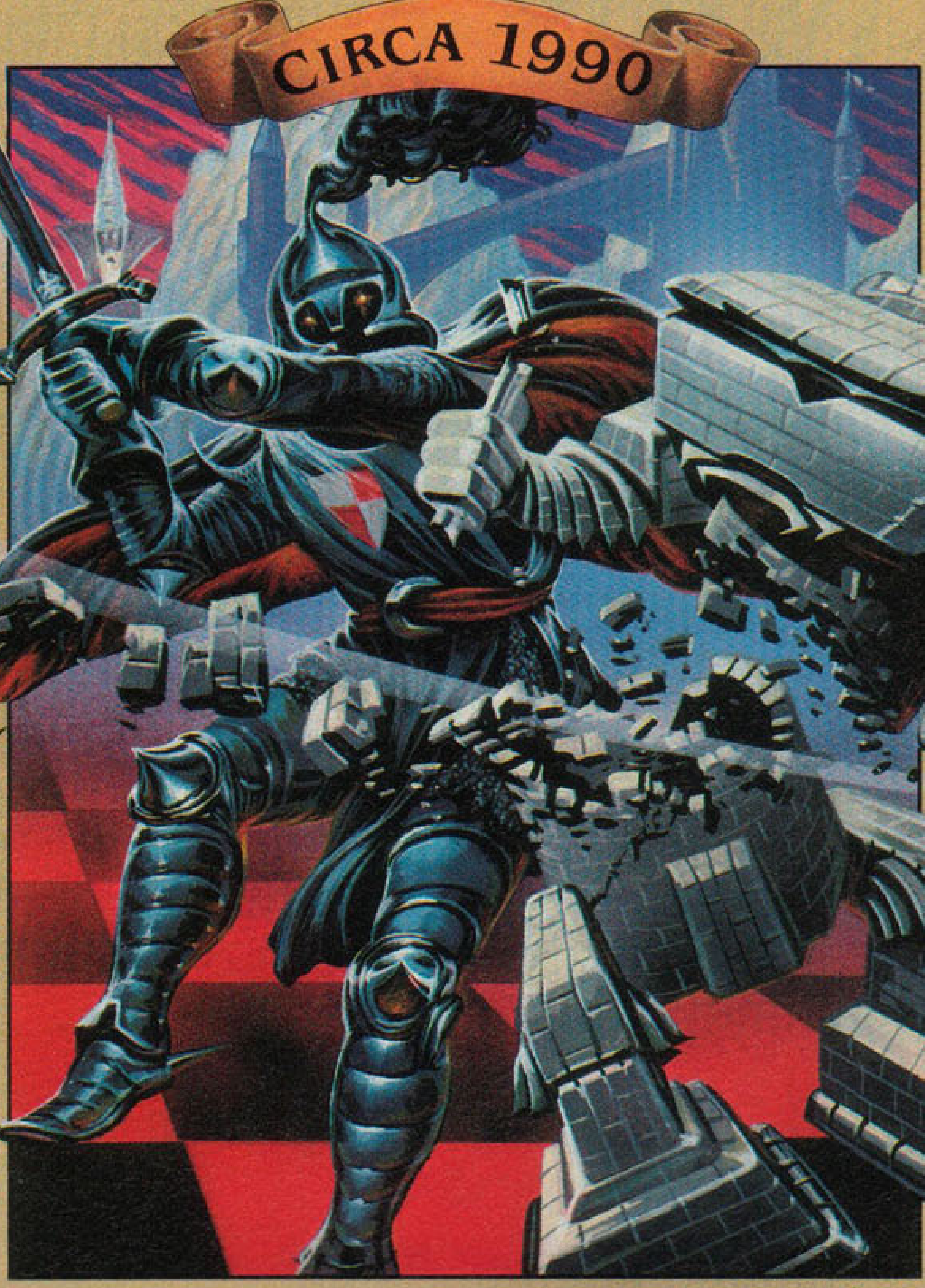
Hold buttons A & B down at the same time before turning the power on. Then release both buttons.

Battle Chess™

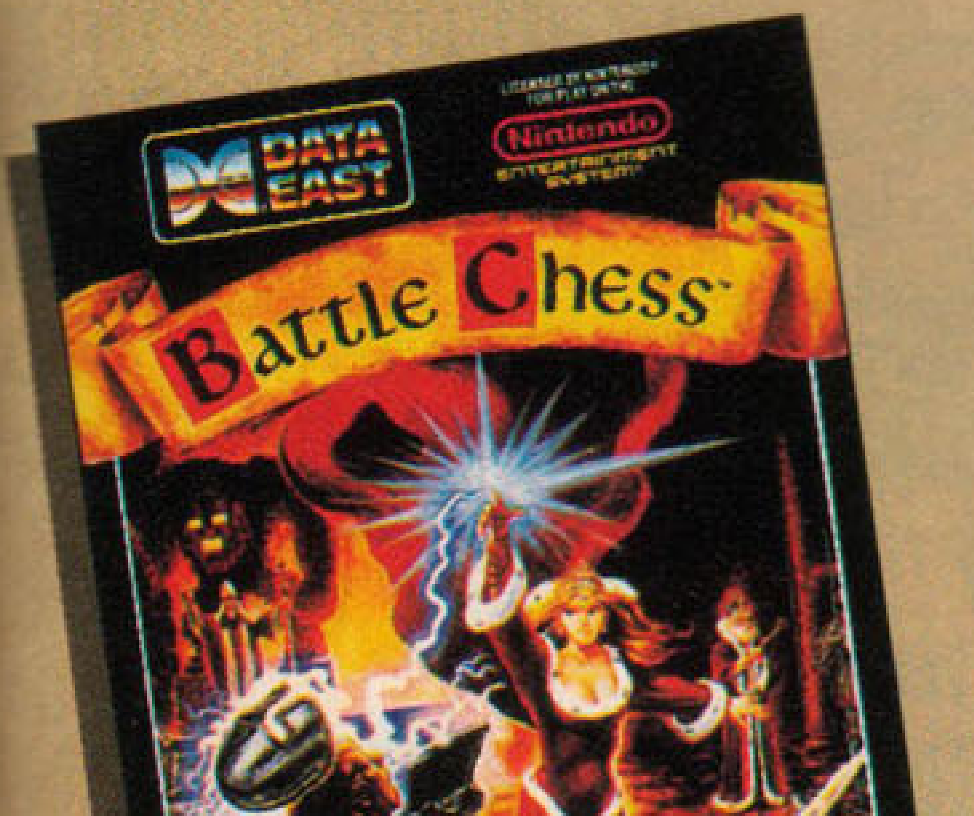
Ye Olde Game is Not the Same



KNIGHT TAKES ROOK



KNIGHT OBLITERATES ROOK!

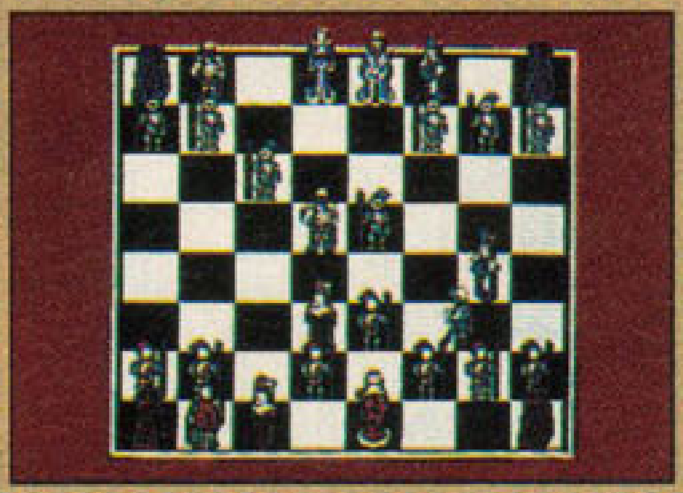

DATA EAST
LICENSED BY NINTENDO FOR PLAY ON THE
Nintendo ENTERTAINMENT SYSTEM
Battle Chess

Forget your old man's game! This is chess like you've never played it. Because Battle Chess™ isn't a game—it's war!

Now when you capture an enemy's soldier, the struggle unfolds in 3-D animation. Knight versus knight has never been so exciting!

Six levels of play make Battle Chess a challenge for veteran chess players as well as the novice. Want to concentrate on strategy—then use the 2-D overview. And when you're ready for action, switch to the colorful 3-D graphics and digitized sound effects!

Take battle strategy into the 21st century with Battle Chess! And leave the chess board behind.



DATA EAST

1850 Little Orchard Street
San Jose, CA 95125
Phone (408) 286-7074

LICENSED BY NINTENDO® FOR PLAY ON THE
Nintendo
ENTERTAINMENT SYSTEM™

Official Nintendo Seal of Quality

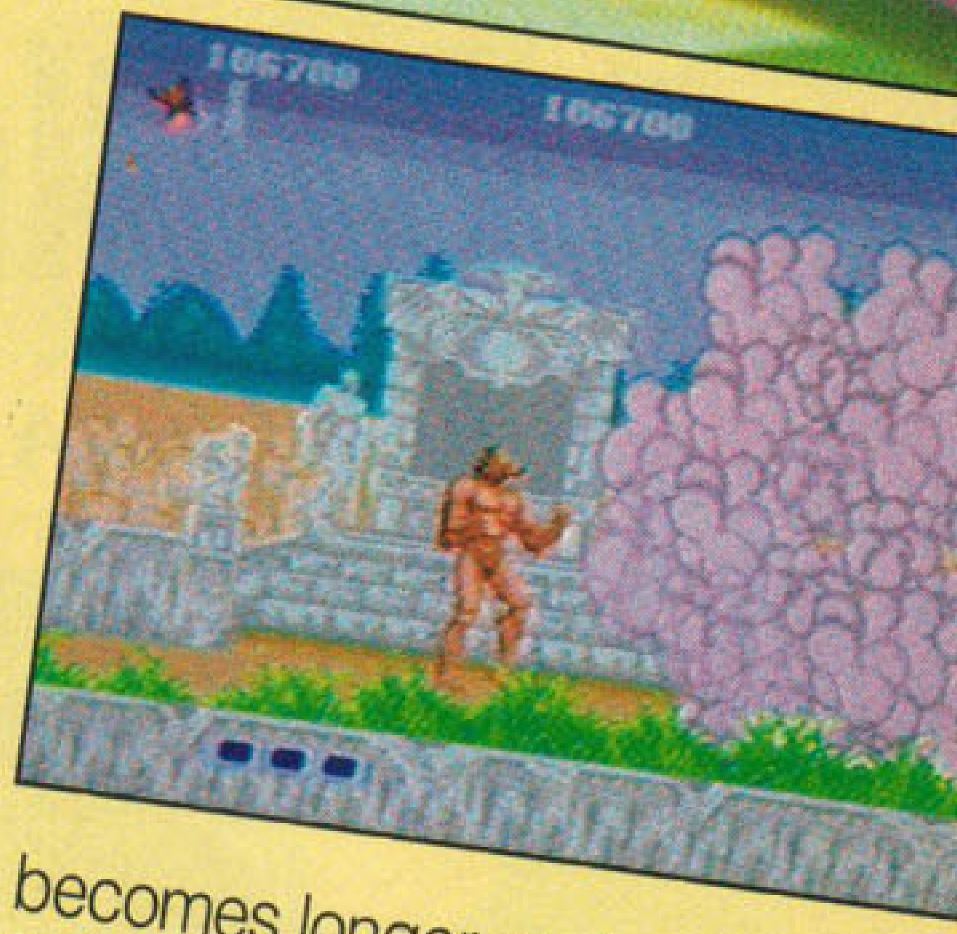
Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

Battle Chess: TM 1988 Interplay Productions, Inc.
© 1990 Data East USA, Inc.

GENESIS TIPS·TACTICS HOT PASSWORDS

Altered Beast

Score 100,000 Bonus Points!



To score 100,000 bonus points in any round of Altered Beast do the following: Kill the first, second, and third blue wolves that come to you. At the same time successfully grab all three power-up balls and turn into the Altered Beast. If you happen to miss one power-up, Neff won't turn into the enemy boss right away when you first meet him. The round becomes longer, and your bonus for killing the enemy boss is only 50,000 instead of 100,000.

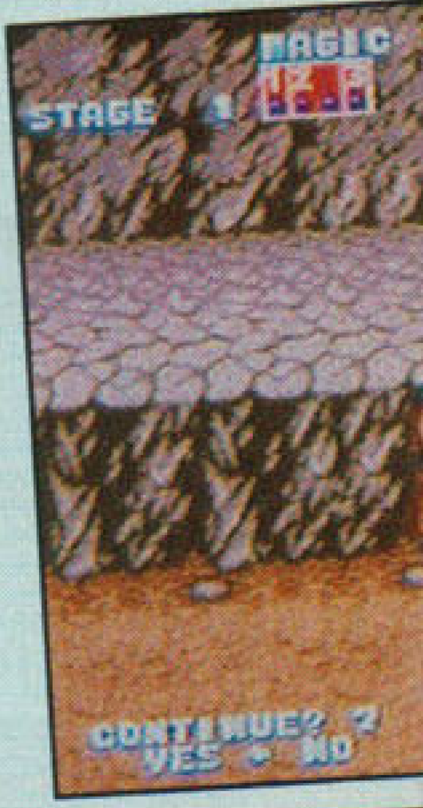
Altered Beast

Sound Test

Simultaneously press diagonally Up and to the Right on the control pad, Buttons A, C, and Start. You'll hear all the great sounds of the Altered Beast.

Golden Axe

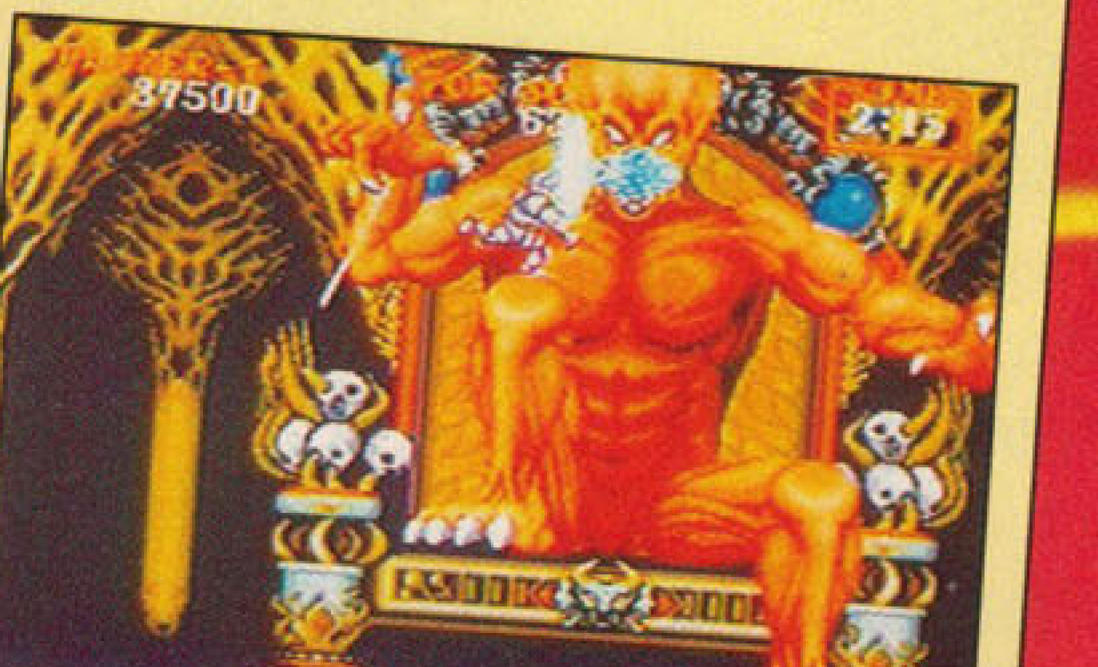
Start With 15 Men!



For a one player game (which gets nine men continuing) you can get 15 men. Simply select two players and kill one man right away. Now you have three men plus four credits left, for a total of 15 men!

Ghouls 'n Ghosts

A Way to Beat Loki



Here's a way to beat Loki. Get the Psycho Cannon from Valkyr and then when you get to Loki first jump on one of his feet, then when he lifts you up in the air, jump on the knee of the opposite leg. Now you can fire rapidly at his chin both when his knee is lowered and when it's raised. You can destroy him almost instantly.

Ghouls 'n Ghosts

Level Select

To start from any level of Ghouls 'n Ghosts press the directional button Up, Down, Left, and then Right during the title screen. After this do one of the following procedures to reach your desired level. You may have to try this several times to get it to work.

Level 1

The Execution Place–Push Start.
The Floating Island On the Lake–Push A and Start simultaneously.

Level 2

The Village of Decay–Push Up, B, and Start simultaneously.
Town of Fire–Push Up, A, and Start simultaneously.

Level 3

Baron Rankle's Tower–Push Down, B, and Start simultaneously.
Horrible Faced Mountain–Push Down, A, and Start simultaneously.

Level 4

The Crystal Forest–Push Left, B, and Start simultaneously.
The Ice Slopes–Push Left, A, and Start simultaneously.

Level 5

Beginning of Castle–Push Right, B, and Start simultaneously.
Second Half of Castle–Push Right, B, and Start simultaneously.
Loki–Push Down/Right, A, and Start simultaneously.

Phantasy Star II

A Slow Motion Code!

To put Phantasy Star II into slow motion press the Start button to pause the game and then hold Button B. For super slow motion hit the C button repeatedly while the game is paused.

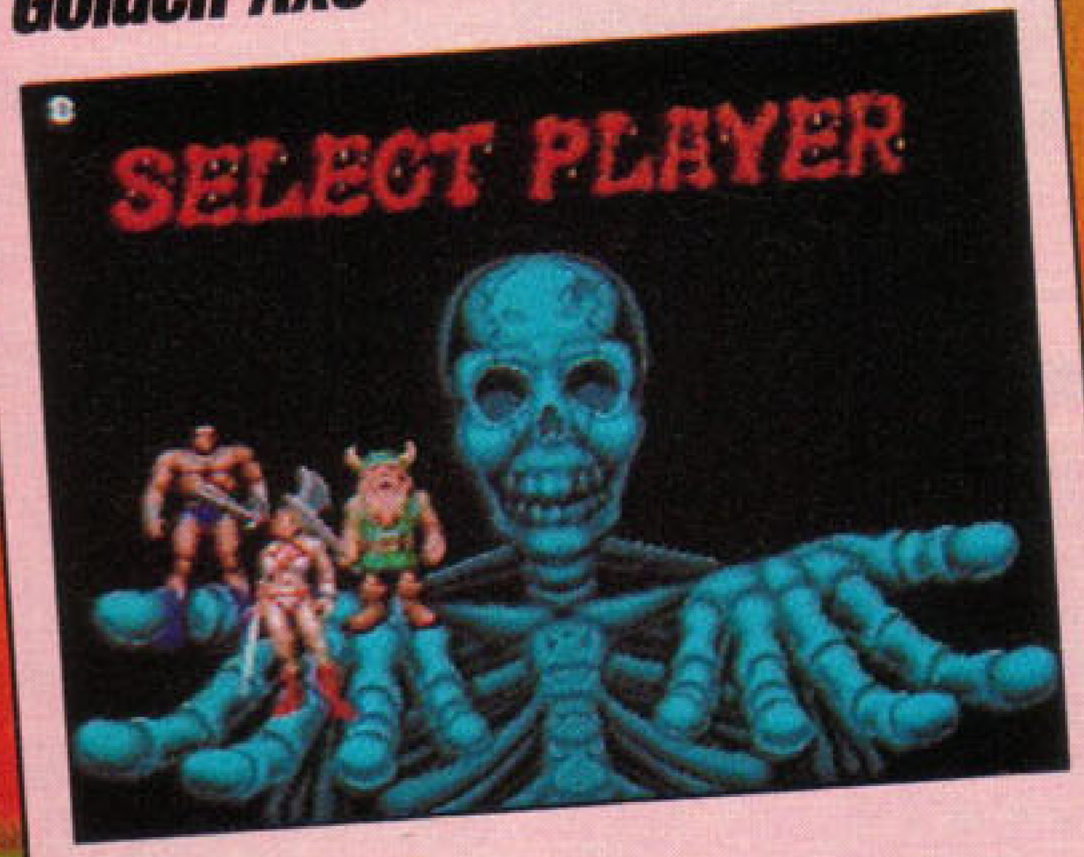
PHANTASY STAR II
TM
© SEGA 1989

Phantasy Star II

Change the Music

If you'd like the music to stay the same when you enter a town or village try the following: Use the slow motion trick outside of a town or village. Next, enter the town or village (while still in slow motion) and press Start. The music will not change! This can be done anywhere.

Golden Axe



Level Select

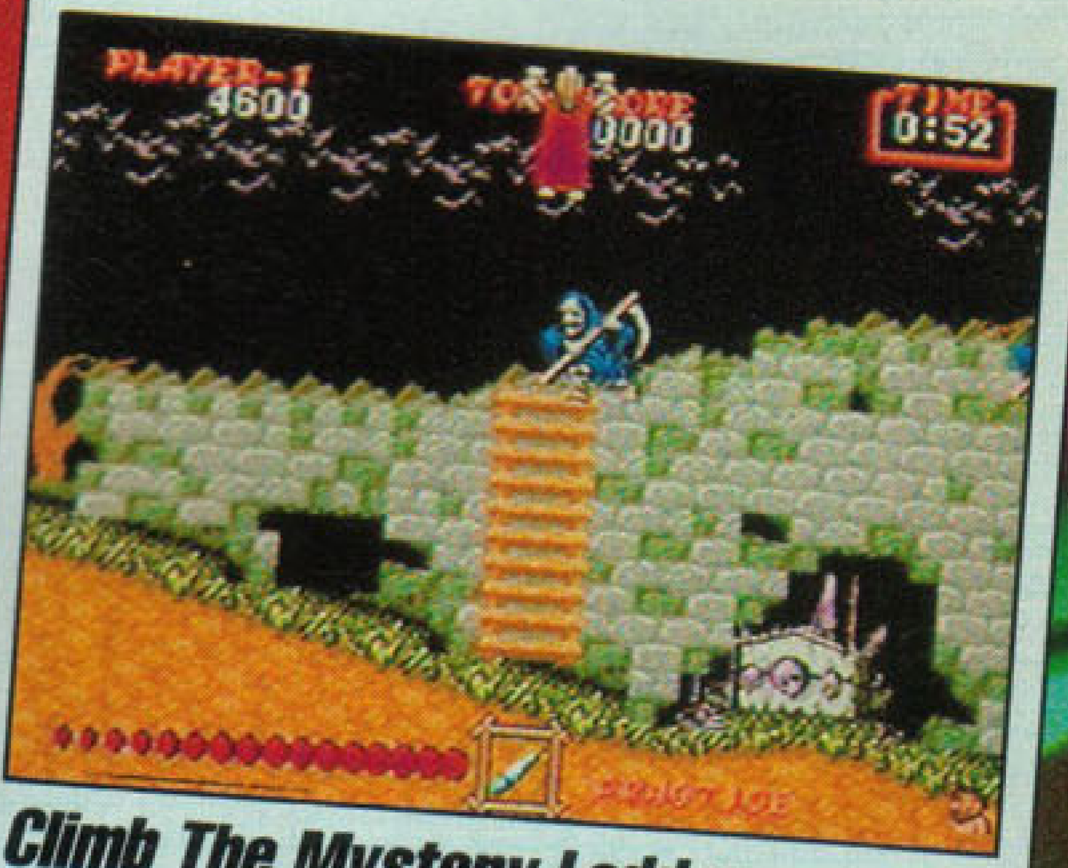
There is a level select in the arcade mode of Golden Axe. Select Arcade, then, when the character selection screen appears, hold the directional button Down and Left so that the characters onscreen continuously spin around. Then press Button B and Start simultaneously. A "1" should appear in the upper left hand corner. Now press the directional button Up or Down to choose your starting level.

Altered Beast

Character and Level Select

Hold all three buttons and Down diagonally during the title screen. You'll get to pick your character and level!

Ghouls 'n Ghosts



Climb The Mystery Ladder

See something wrong? Of course! You can achieve this on the second ladder of Level One. Stand in the center, jump straight up, and twist the direction button continuously Left and Right. Then move up!

Ghouls 'n Ghosts

PLAYER-1
1800
TOP SCORE
10000
TIME
0:55

Invincibility

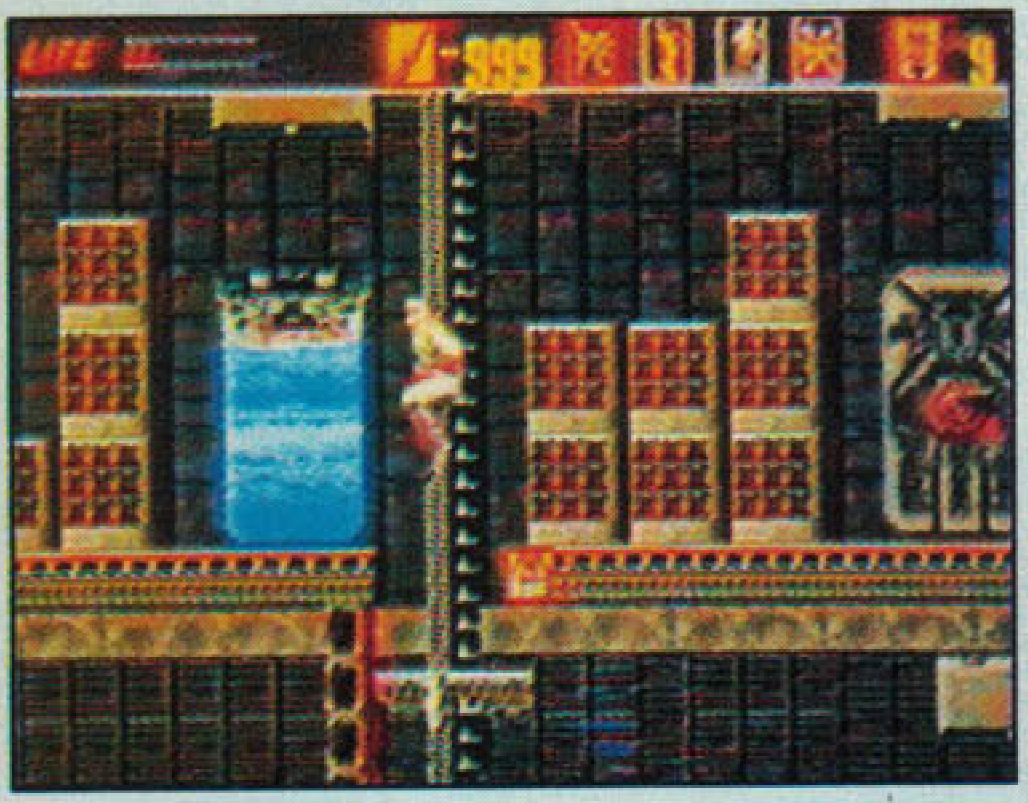
Do the following to become invincible in Ghouls 'n Ghosts: After turning on the machine press the Reset button four times. When the title screen comes on press Button A four times. Next, press the directional pad Up, Down, Left, and Right. You should hear a distinct tone at this point. After hearing the tone, press the Start button to get the Player Selection Screen. At the Player Selection Screen, hold down Button B, and press Start to begin the game. Now Arthur is invincible.

GENESIS TIPS·TACTICS HOT PASSWORDS

Space Harrier II

Level Select

When you are at the beginning of the game, and it says Stuna area, push left or right to select any level. But remember, you can't complete the game if you begin with one of the later levels. To end the game you must start from the beginning.



Revenge of Shinobi

Get Lots of 1-Ups!

Here's an easy way to beat Revenge of Shinobi. Go to Round Three, the Cargo Jet. Head for the first elevator and go up. When you get to the upper level go right. When you come to the second elevator go down and shoot the last box on the upper level. You'll get two 1-ups! Once you've got the 1-ups let yourself die, and then repeat this process as many times as you want! The counter won't increase after nine, but you can still earn more extra lives.

Phantasy Star II

Save Time!!

While playing Phantasy Star II you very often lose playing time due to the complicated nature of the game. Here are some tips that can save you 30 to 90 minutes each:

General Hints:

#1: During battle on Mota if you find yourself or your party getting low on HP there will be a pause in the action, allowing you to use strategy. Take the opportunity to use Monomate, Dimate, or Trimate to regain HP and save you and your group members from being killed.

#2: Always carry an Escapipe and a Telepipe on Mota. If you find yourself low on HP at any time you can get back to town, recoup, and Save your game without taking any more losses or losing valuable game time, power ups, or Mesetas.

#3: When you're in a town always get cloned and healed, buy gear and weapons, and stock up on medicine before you leave the town. And then go to Data Memory and save your game! If you get killed in the country you can continue your game, and you'll be healthy, stocked up, and ready to go right out and battle again. You reduce your risk of lost play time.

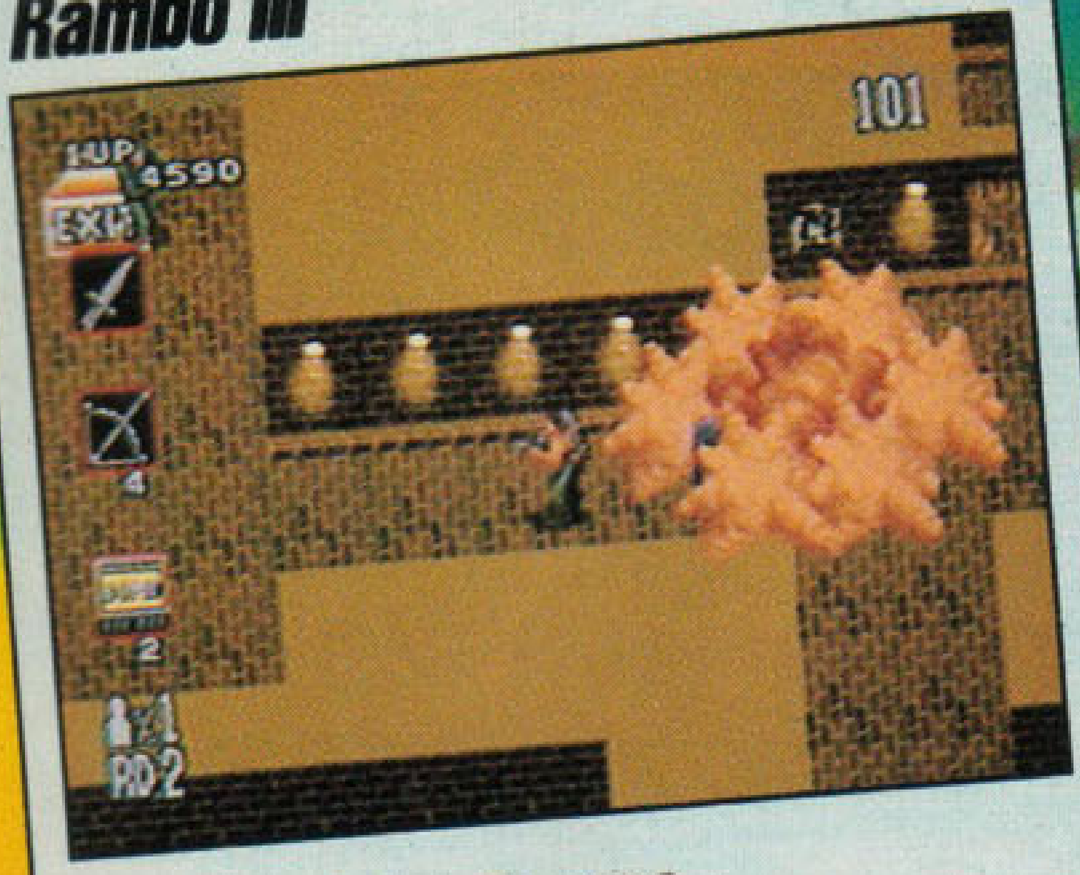
Other Hints:

#1: Don't play the organ in the Piata Control Tower. Use Musik and then proceed on your way!

#2: When you're traveling by scooter, looking for a change of water color south of Uzo to locate Climatrol, look south of False Uzo or the most southern island, the island closest to the mainland. (The hintbook will deceive you!)

#3: When you've completed retrieving items in Climatrol and you reach Niefirst she will ask you a question. Answer "No." Then use an Escapipe and Telepipe to return to town. Clone back any dead in your party, go to the Hospital to be healed, and then shop. Stock up on Dimate and Trimate. Stop at Data and then return directly to Niefirst? Save all of the TP you can on the way back to Neifirst. You'll need it! (With the exception of Nei) Before allowing Nei to battle Neifirst have her give all of her items (with the exception of items only she can use – such as ribbons) to others in the party. You'll be glad you did. Anyone killed while fighting Neifirst will be cloned back to life for free if Neifirst is defeated. So if you lose someone, just keep fighting. When fighting Neifirst have Rolf use the techniques of Nafoi or Githru and you'll greatly increase your odds of success!

Rambo III



Make a Quick Escape

In Round 2 of Rambo III there is a "get out quick" secret. Rescue the two left prisoners first, then go to the last prisoner in the upper right hand corner. After you rescue him, start putting bombs in a line down the wall on the left side of the prison cell. They will blow an opening in the wall. Go through it, and you're right at the exit! This saves you a lot of time and ensures that you'll escape safely!

Super Hang On

To choose game difficulty, time adjustment, messages and hear a sound test press A,B, and C simultaneously during the Super Hang On title screen.

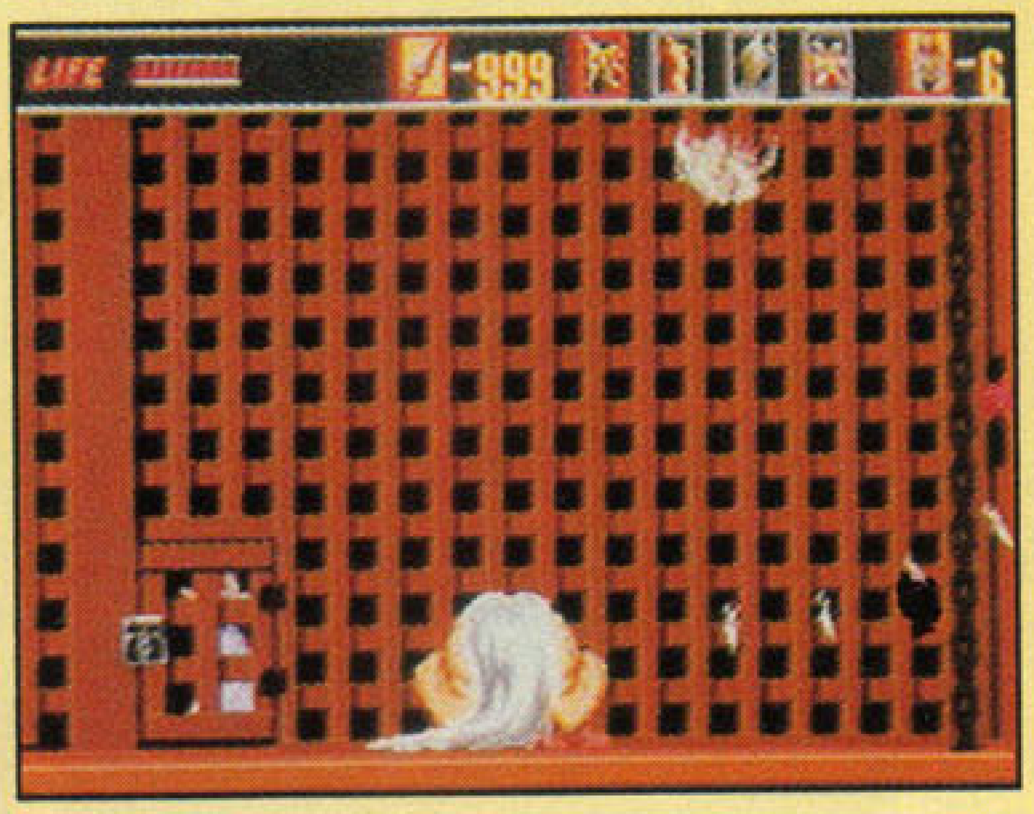
SCORE 260740
HI 1000000
STAGE 1

Super Thunder Blade

Avoid Enemy Fire

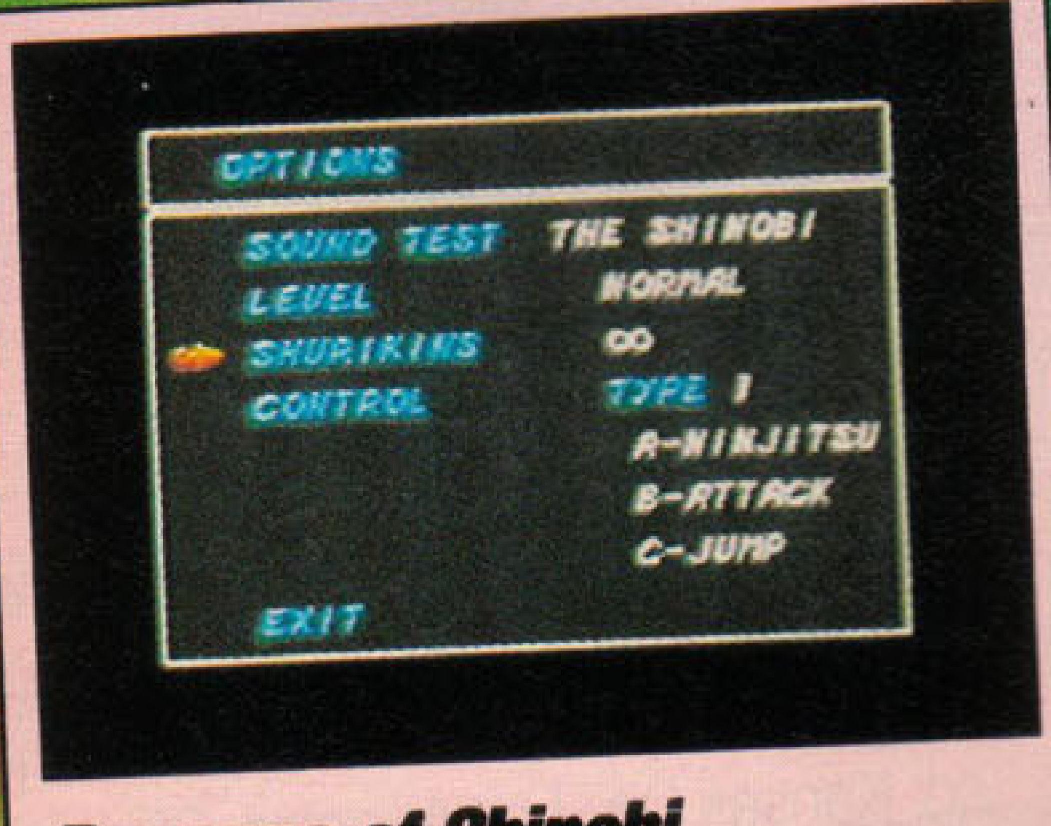
Here's an easy way to avoid enemy fire! When the title screen appears go into the options menu. Set the difficulty on Hard. Then leave the options screen and start the game. Finally, bank to the upper right or left hand corner. None of the enemy's fire will hit you! Note: This trick only works for Levels One, Two and Three.

Revenge of Shinobi



Keep Naoko From Being Crushed

While you're busy killing the final boss, Neo Zeed, in Revenge of Shinobi, Naoko gets squashed by a slowly lowered cement slab. Prevent Naoko from being crushed by jamming the gear mechanism of the slab. Do this by using the Fushin spell in combination with your flipping jumps. Position yourself near the right wall and flip up, so you're almost off the top of the screen. On your way down toss shurikens. Some will hit Zeed and some will go into the gear mechanism of the slab to jam it. You'll know your hitting it because you'll hear the sound of creaking wood. You have to keep doing this because the slab begins to move again after two or three seconds, but you'll have enough time to kill Zeed and rescue Naoko.



OPTIONS
SOUND TEST THE SHINOBI
LEVEL NORMAL
SHURIKENS ∞
CONTROL TYPE 1
A-NINJITSU
B-ATTACK
C-JUMP
EXIT

Revenge of Shinobi

Limitless Shurikens!

The bad news is that there is a mistake in the Revenge of Shinobi manual. It says you can level select, but you can't! However, you can get unlimited shurikens! Go to the option screen and select 00 shurikens, then wait about 15 seconds. The number of shurikens will change into an infinity symbol!

The Last Battle

Continue!

AARZAK
LUISA
LIFE
SCORE

In the Last Battle you can continue from the beginning of the last chapter played by pressing A,B, and C, and Start simultaneously when the title screen displays "Start." This only works from Chapter 2 on.

GENESIS TIPS·TACTICS HOT PASSWORDS

Thunder Force II

Did you know that your Exceliza ship is invincible to the power-up ships that drop weapons both in the vertical and horizontal stages? Take advantage of this quality, especially in the horizontal stages when you're trying to avoid enemy bullets.

Thunder Force II

Bonus Points

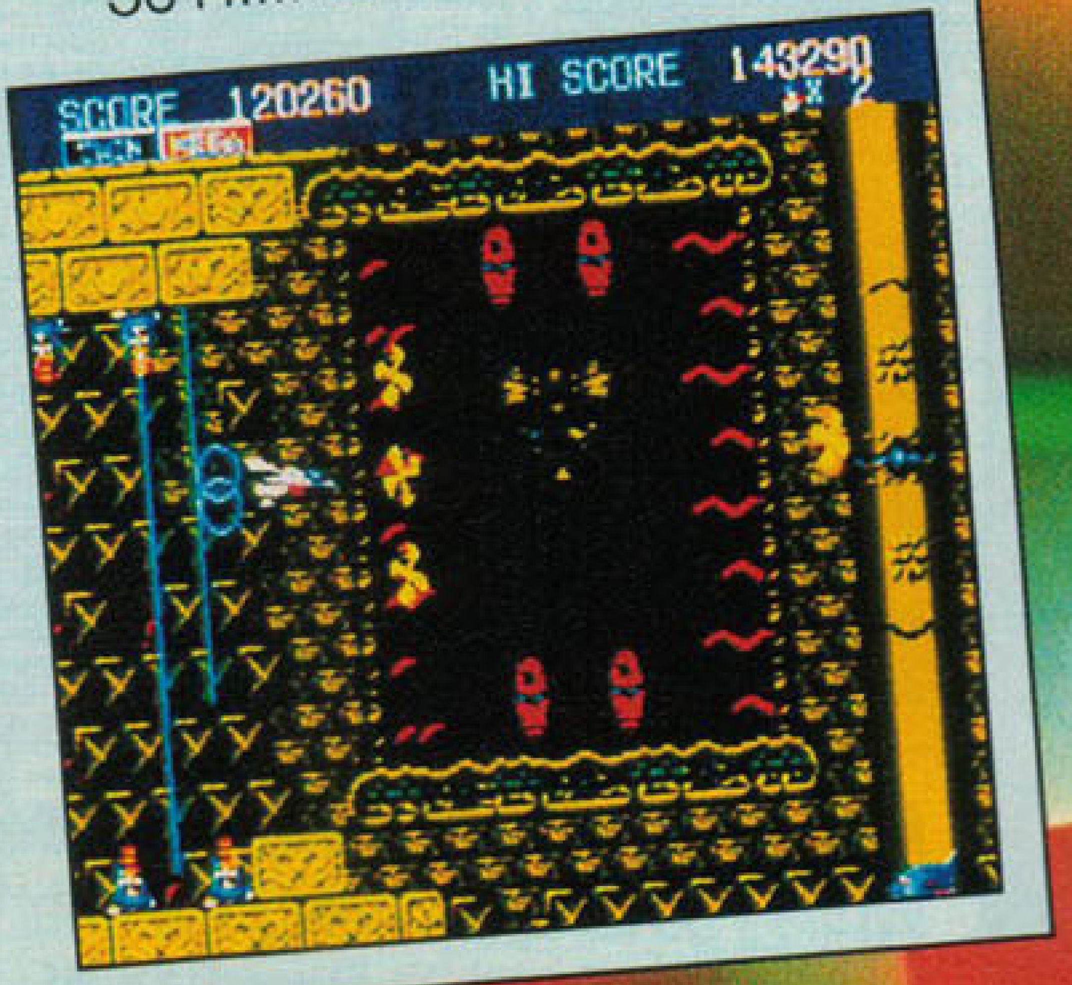
Did you know that 250,000 points can be awarded on any top view (vertical) stage if you destroy all four bases in under one minute?! This works on Stages 1, 3, 5, and 7. Here is the Time Chart:

Bonus	Time
250,000 pts.	under 1 minute
100,000 pts.	under 2 minutes
50,000 pts.	under 3 minutes
20,000 pts.	under 4 minutes
0 pts	over 5 Minutes

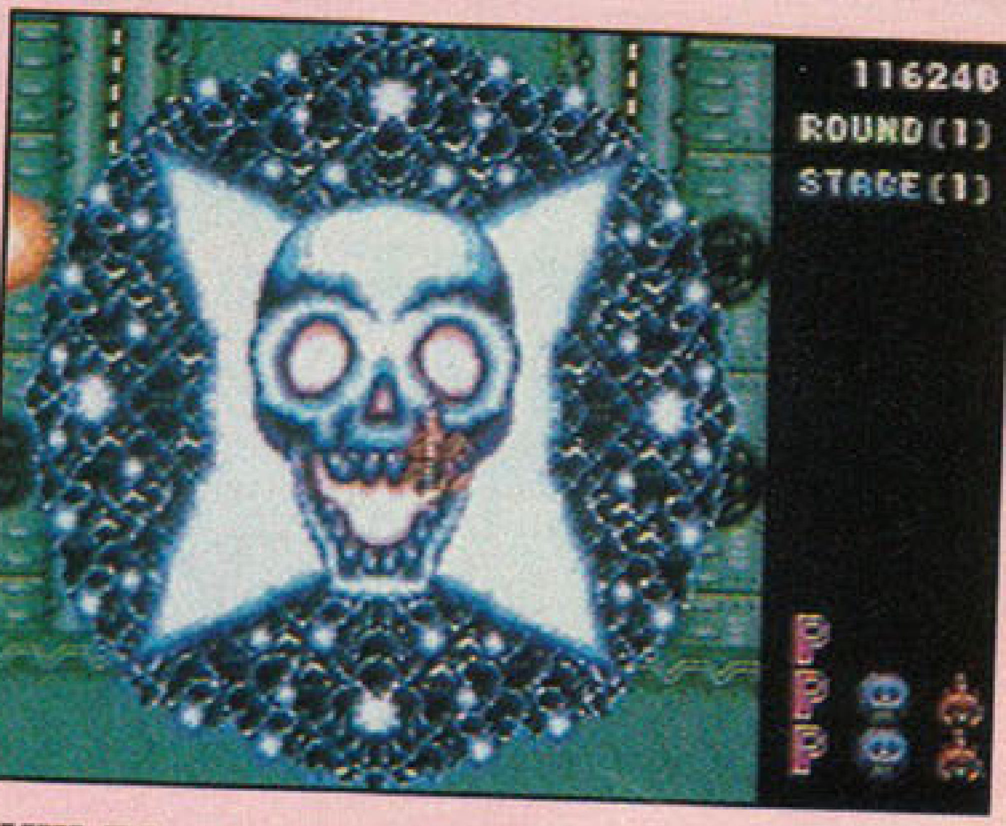
Bonus points during any side view mission (horizontal) are based on the number of enemies destroyed.

Here is the Bonus Points Chart:

Number of Enemies Destroyed	Bonus Points
200+	100,000
150+	50,000
100+	20,000
50+	10,000



Truxton



Kill Big Enemies With Just One Bomb!

To kill enemies that normally take more than one bomb using just one bomb do the following: When you're ready to bomb the enemy push the bomb release button, and just after that push the Pause button, and let the game sit for two or three seconds. Next, push the Pause button twice, so the game is paused again, and let it sit for another two or three seconds. Keep this up until your bomb is gone. By then your enemy is destroyed, or pretty close to it.

Tommy Lasorda Baseball

The Ultimate World Series Passwords!

Here's a code that gives you an incredible range of World Series options!

H_ _ flmnjia VXhLQZPqBCVA
A B

Select your team by putting one of the following in Blank A :

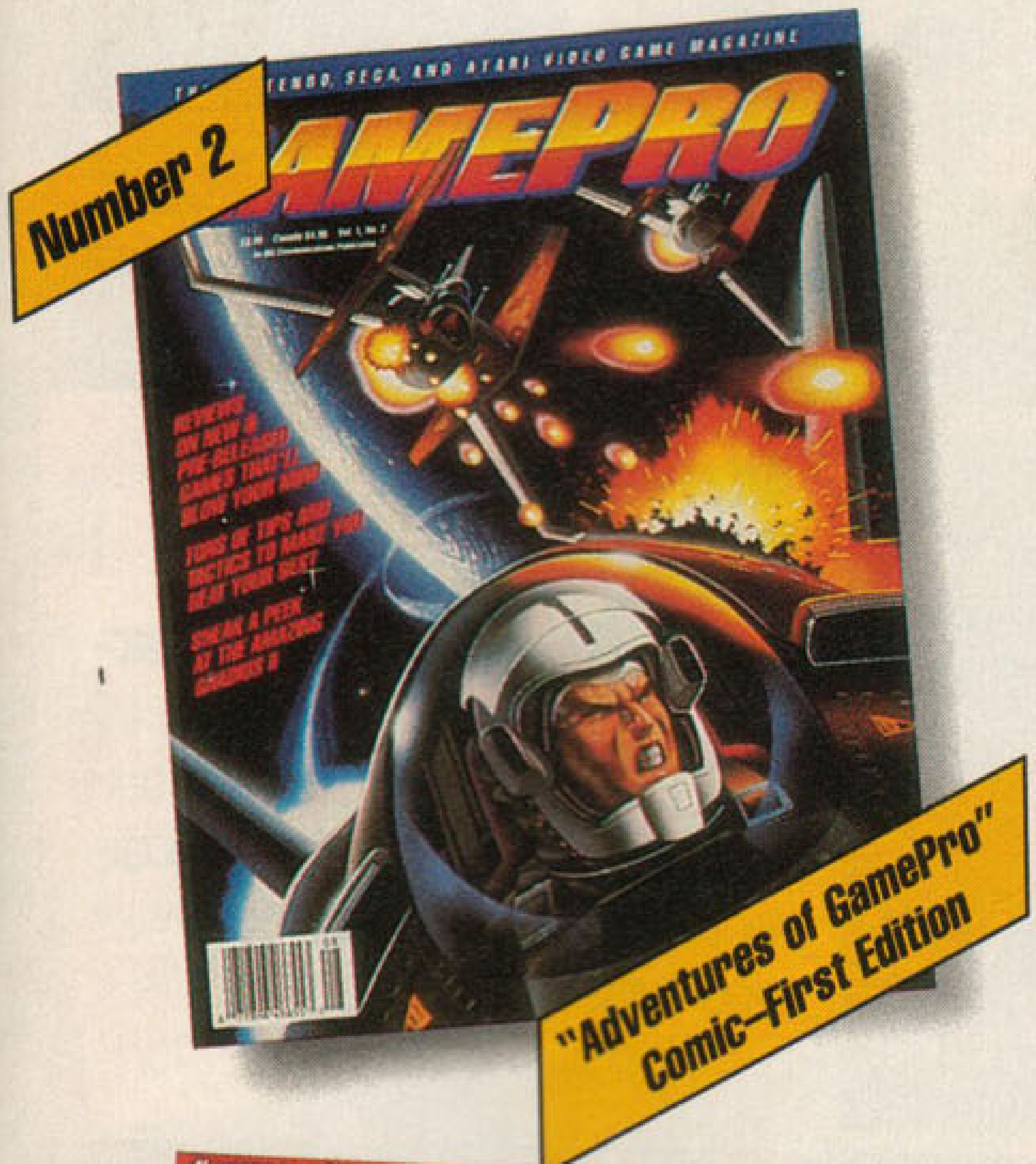
D	(Detroit)
E	(Toronto)
F	(Milwaukee)
G	(New York Yankees)
H	(Boston)
I	(Baltimore)
J	(Cleveland)
K	(Minnesota)
L	(Kansas City)
M	(Oakland)
N	(Seattle)
O	(Chicago White Sox)
P	(California)
Q	(Texas)
R	(St.Louis)
S	(New York Mets)
T	(Montreal)
U	(Philadelphia)
V	(Pittsburg)
W	(Chicago Cubs)
X	(San Francisco)
Y	(Cincinnati)
Z	(Houston)
a	(Los Angeles)
b	(Atlanta)
c	(San Diego)

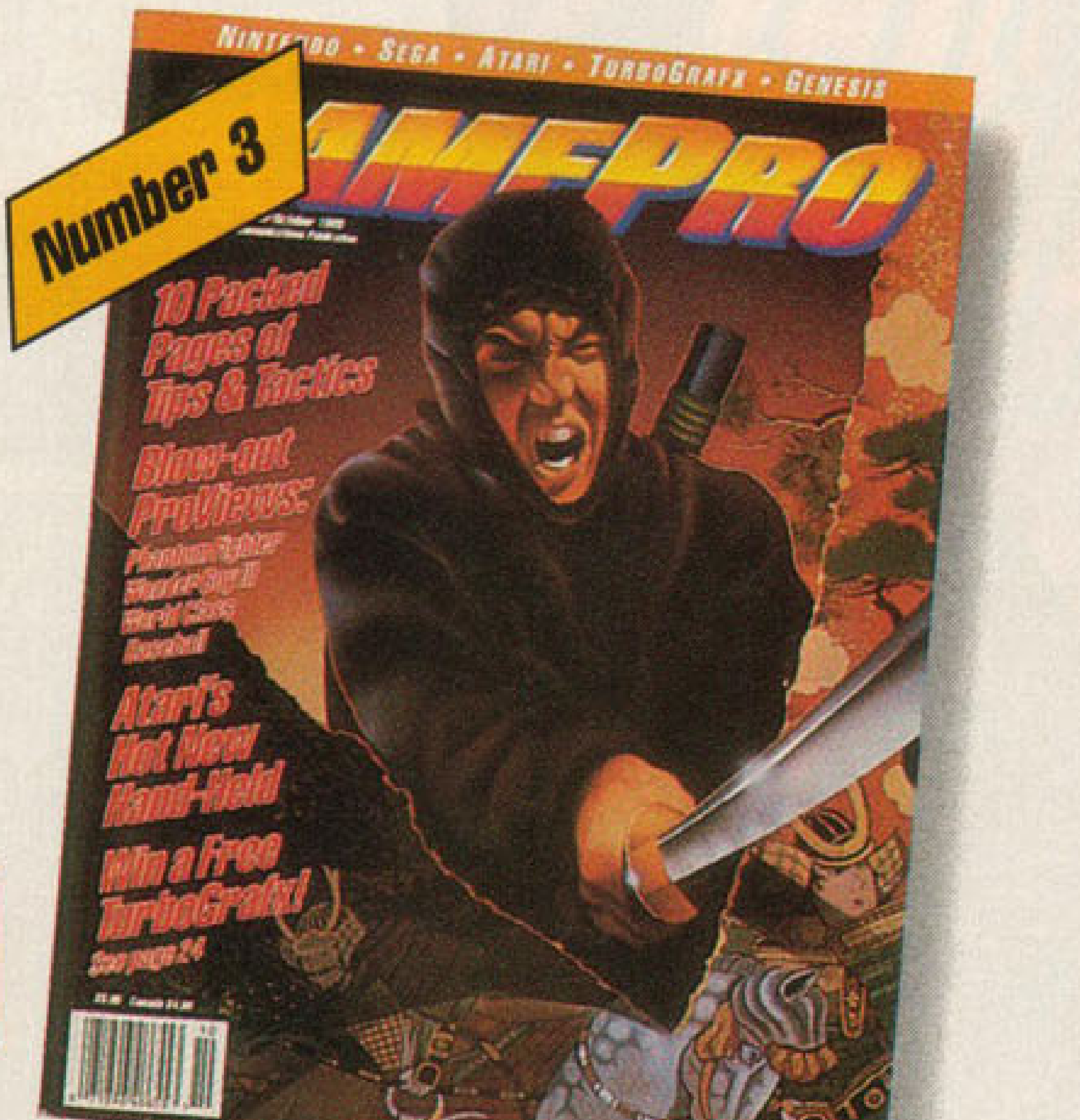
* Milwaukee, Minnesota, Philadelphia, and Houston must be played versus one of the following teams: Milwaukee, Philadelphia, Baltimore, San Francisco, Kansas City, Los Angeles, Chicago White Sox, or St. Louis.

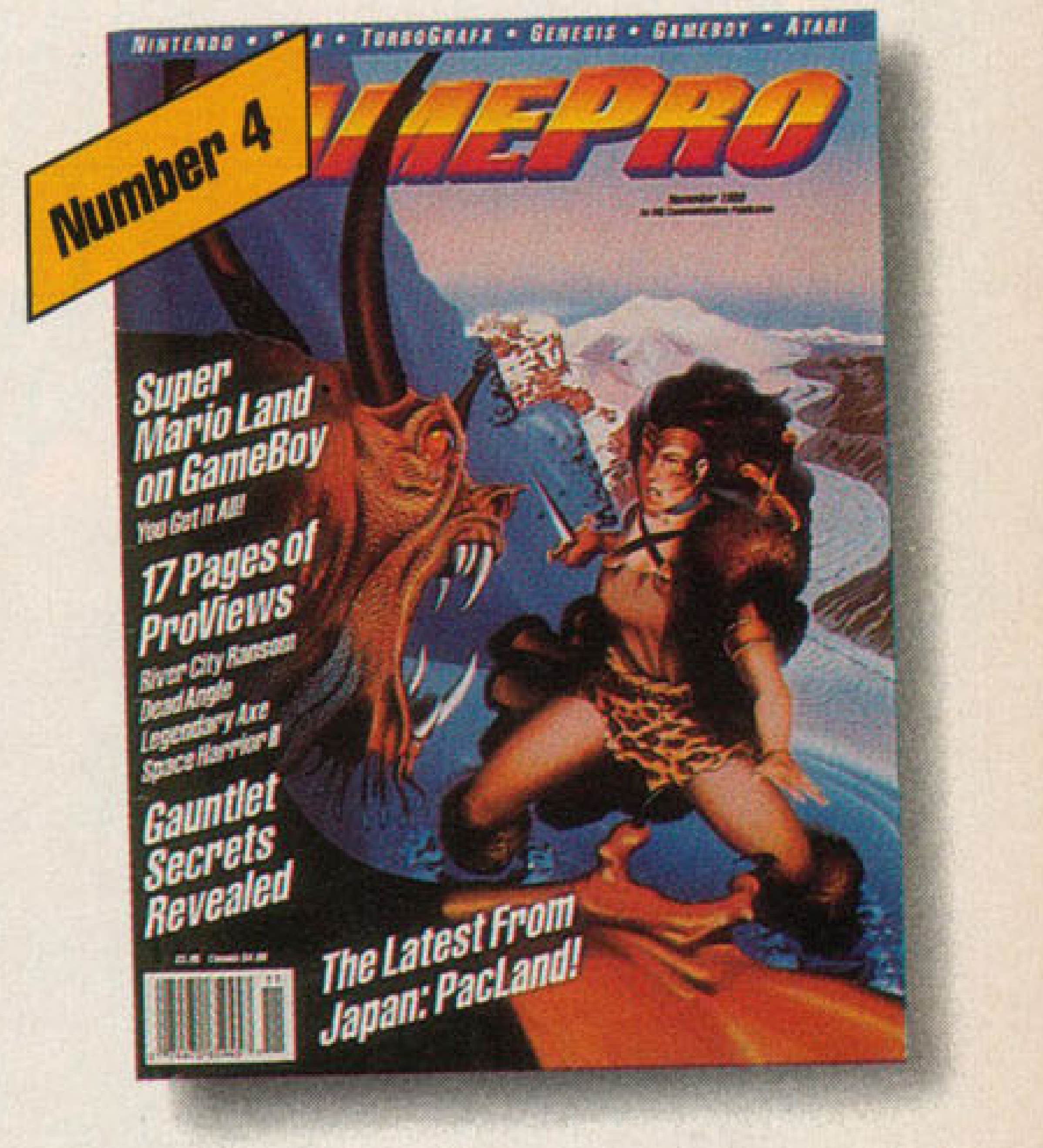
Use Blank B to select your opponent by putting one letter higher in the alphabet than the team's regular letter. For example, Detroit is "D," so if you wished to have Detroit as your opponent you would put "E" in blank B. Oakland is "M." To play Oakland enter "N" in blank B.

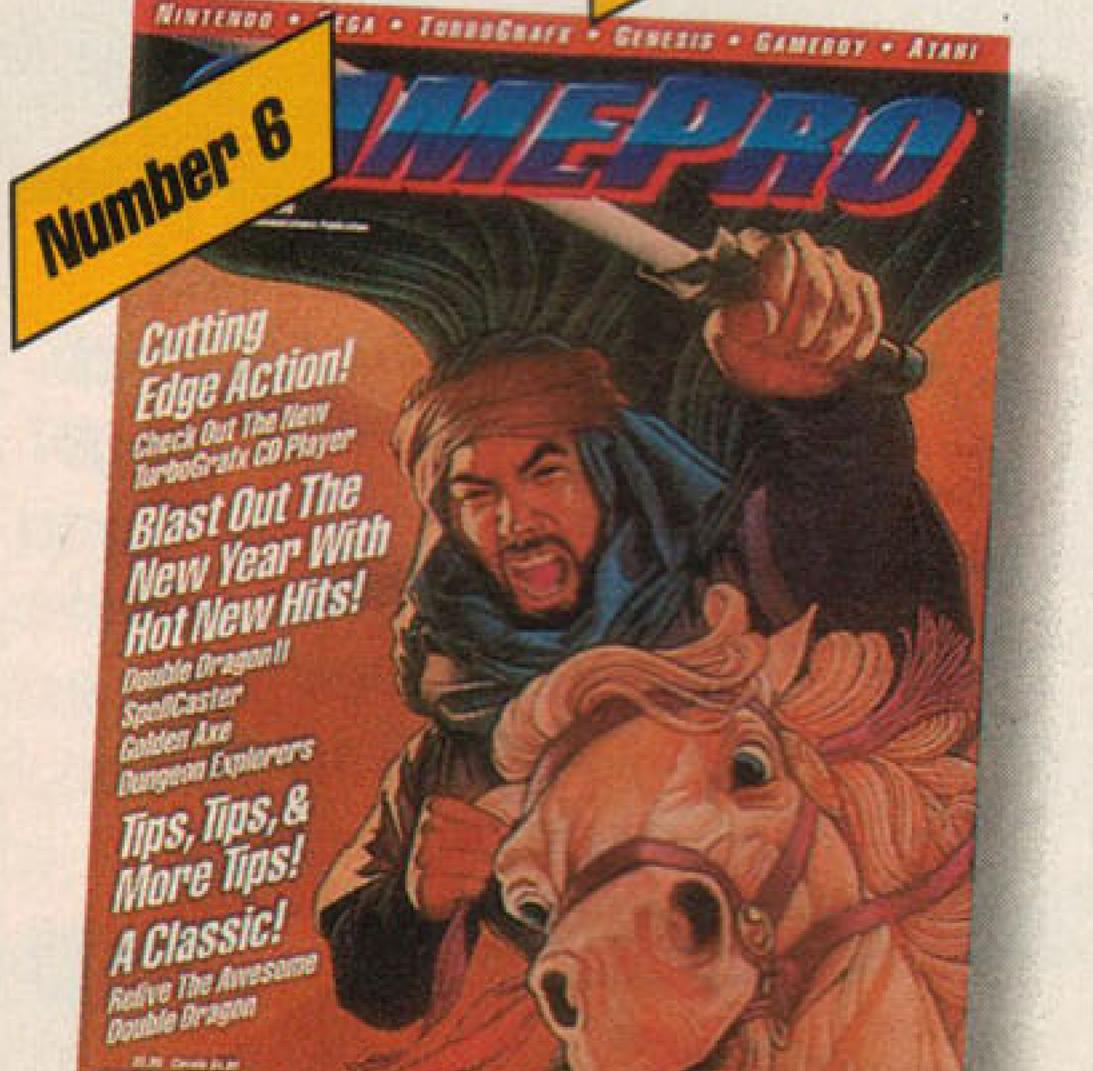
Don't Miss Any of the Action. Order Back Issues of GamePro!

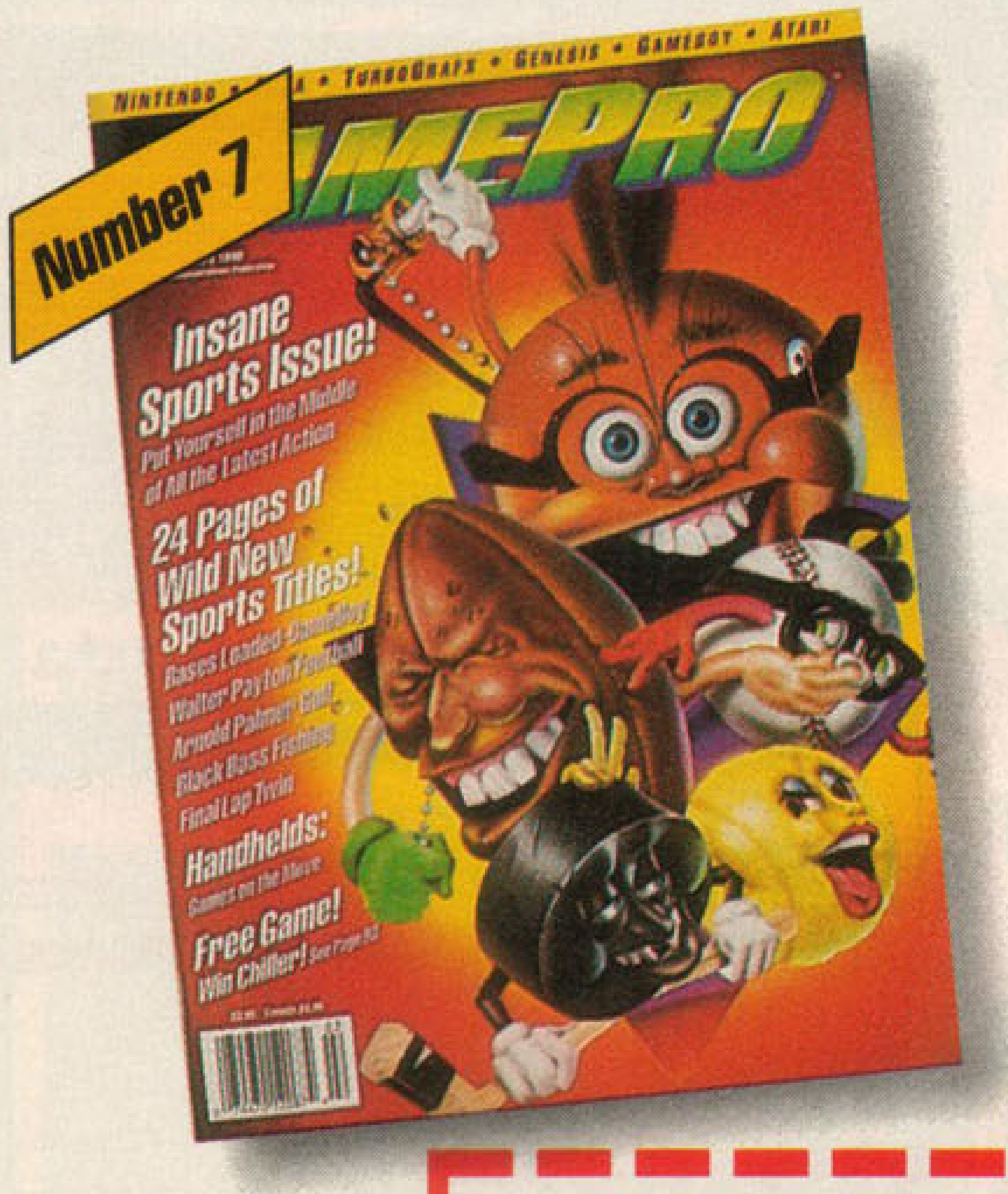
If you missed out on these hot issues the first time around here's your chance to complete your collection!

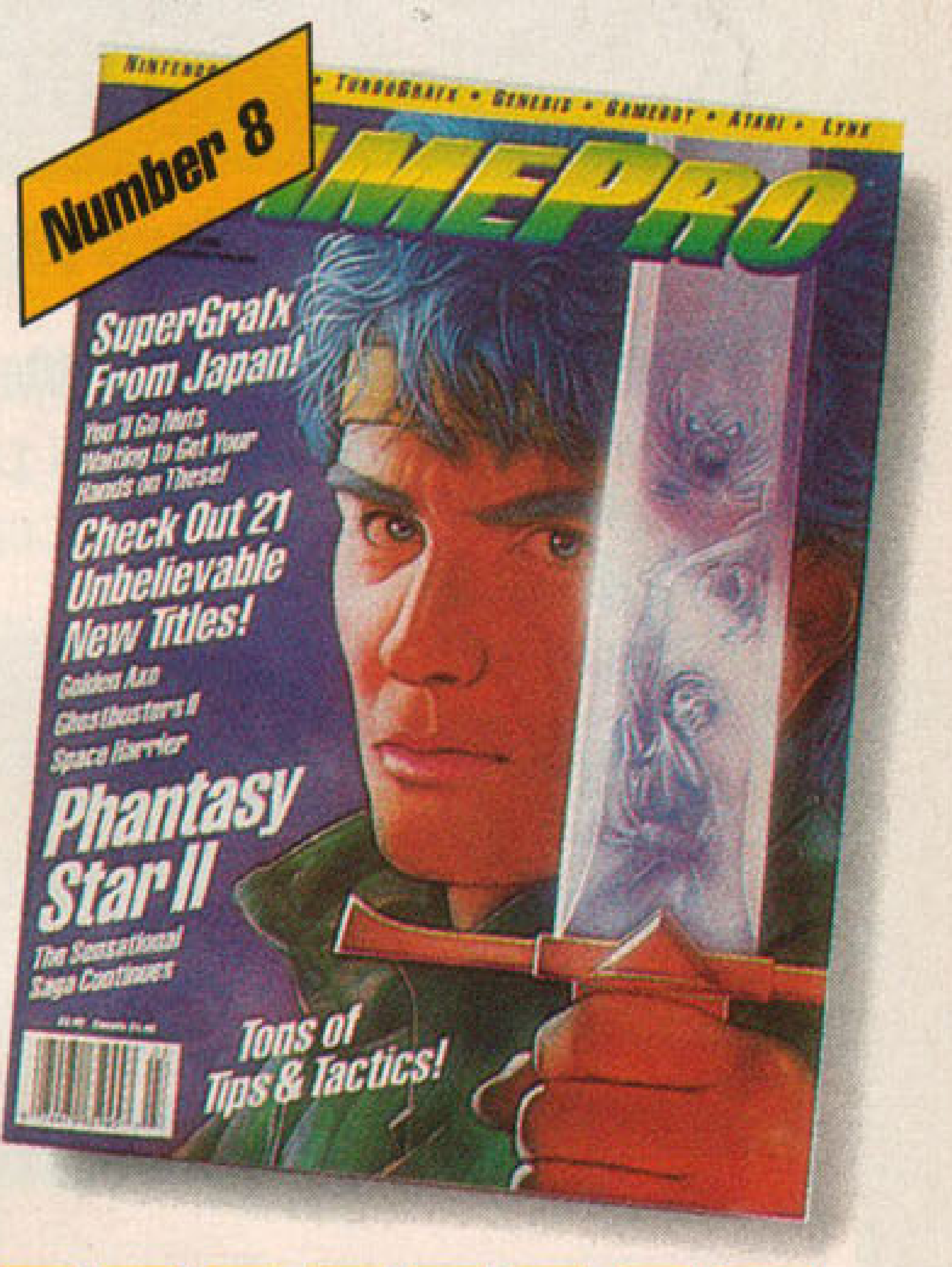

Number 2
GAMEPRO
Reviews on new & pre-released games that'll blow your mind
Tons of tips and tactics to make you beat your best
Sneak a peek at the amazing Gradius II
"Adventures of GamePro" Comic–First Edition


Number 3
Nintendo • Sega • Atari • TurboGrafx • Genesis
GAMEPRO
10 Packed Pages of Tips & Tactics
Blow-out ProViews:
Atari's Hot New Hand-Held
Win a Free TurboGrafx!
See page 24


Number 4
Nintendo • Sega • TurboGrafx • Genesis • GameBoy • Atari
GAMEPRO
Super Mario Land on GameBoy
You Got It All!
17 Pages of ProViews
River City Ransom
Dead Angle
Legendary Axe
Space Harrier II
Gauntlet Secrets Revealed
The Latest From Japan: PacLand!


Number 6
Nintendo • Sega • TurboGrafx • Genesis • GameBoy • Atari
GAMEPRO
Cutting Edge Action!
Check Out The New TurboGrafx CD Player
Blast Out The New Year With Hot New Hits!
Double Dragon II
SpellCaster
Golden Axe
Dungeon Explorers
Tips, Tips, & More Tips!
A Classic!
Relive The Awesome Double Dragon


Number 7
GAMEPRO
Insane Sports Issue!
Put Yourself in the Middle of All the Latest Action
24 Pages of Wild New Sports Titles!
Bases Loaded
Walter Payton Football
Arnold Palmer Golf
Black Bass Fishing
Final Lap Twin
Handhelds:
Games on the Move
Free Game!
Win Chiller!


Number 8
GAMEPRO
SuperGrafx From Japan!
You'll Go Nuts Waiting to Get Your Hands on These!
Check Out 21 Unbelievable New Titles!
Golden Axe
Ghostbusters II
Space Harrier
Phantasy Star II
The Sensational Saga Continues
Tons of Tips & Tactics!

Number 9
GAMEPRO
Jammin' Joysticks!
Get Your Grip on Some Great New Sticks
21 Pages of Unbeatable Reviews!
Nightmare on Elm Street
Rescue Rangers
Revenge of Shinobi
Monster Lair
Nemesis
You Can Play Like The Pros!
Improve Your Moves With The Best Tips & Tactics

Please send me the following back issues: ☐ No. 2 ☐ No. 3 ☐ No. 4 ☐ No. 6 ☐ No. 7 ☐ No. 8 ☐ No. 9

$4.50 each *(Includes postage and handling)*

Name ______

Address ______

City ______ *State* ______ *Zip* ______

Credit Card No. (VISA/Master Card only) ______ *Exp. Date* ______

Name on Card ______ *Signature* ______

Place your check or money order, payable to GAMEPRO, in an envelope and mail to:

GAMEPRO Magazine, Back Issues, 80 Elm St., Peterborough, NH 03458

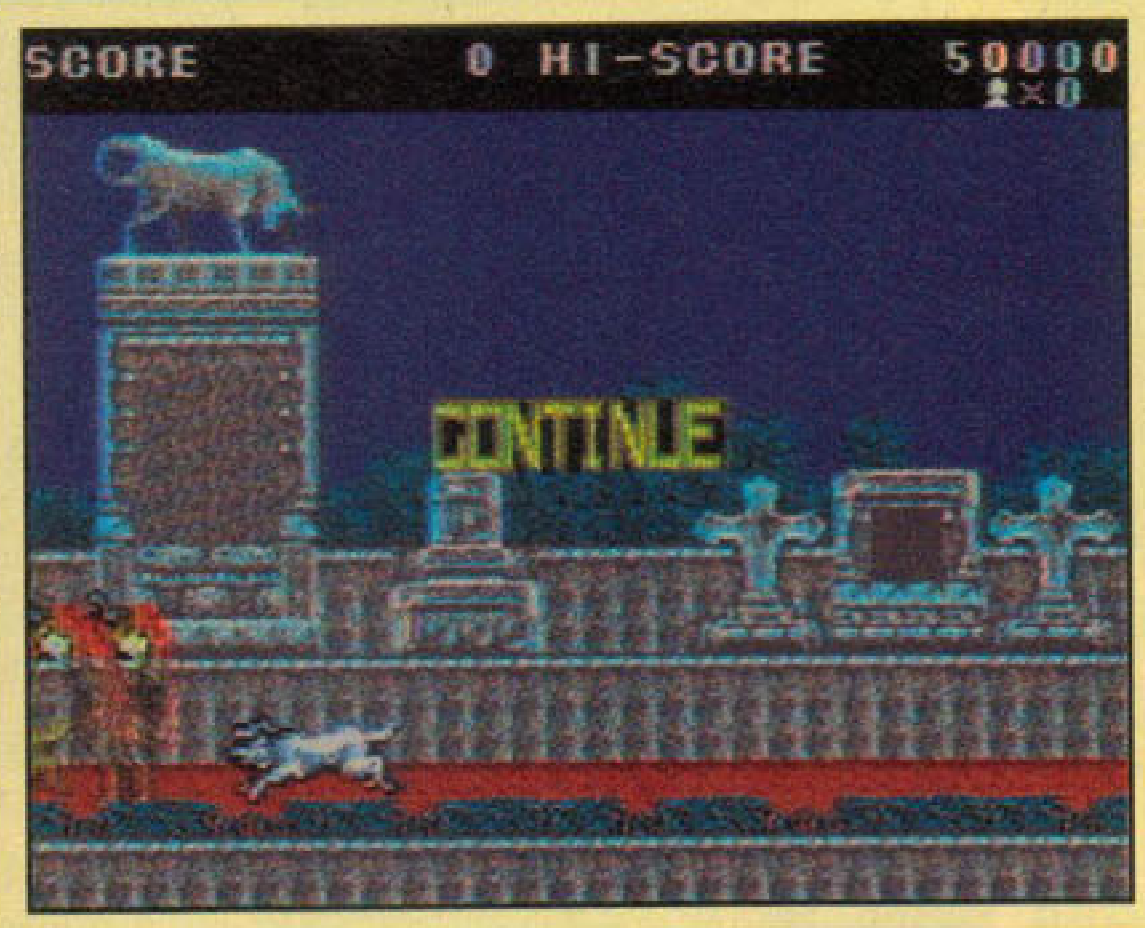
No cash please. Offer valid in USA. For Canada add $1.00 per issue. Foreign orders add $2.00 per issue payable in US funds only. Allow 6-8 weeks. *SEPT90*

SEGA TIPS·TACTICS HOT PASSWORDS

Altered Beast

Get Extra Life

There is a way to get five life gauge meters instead of three. When the title screen appears, push the directional button Up and to the Left diagonally, and push Buttons 1 and 2 at the same time. When the game begins you have five life meters!



Altered Beast

Continue

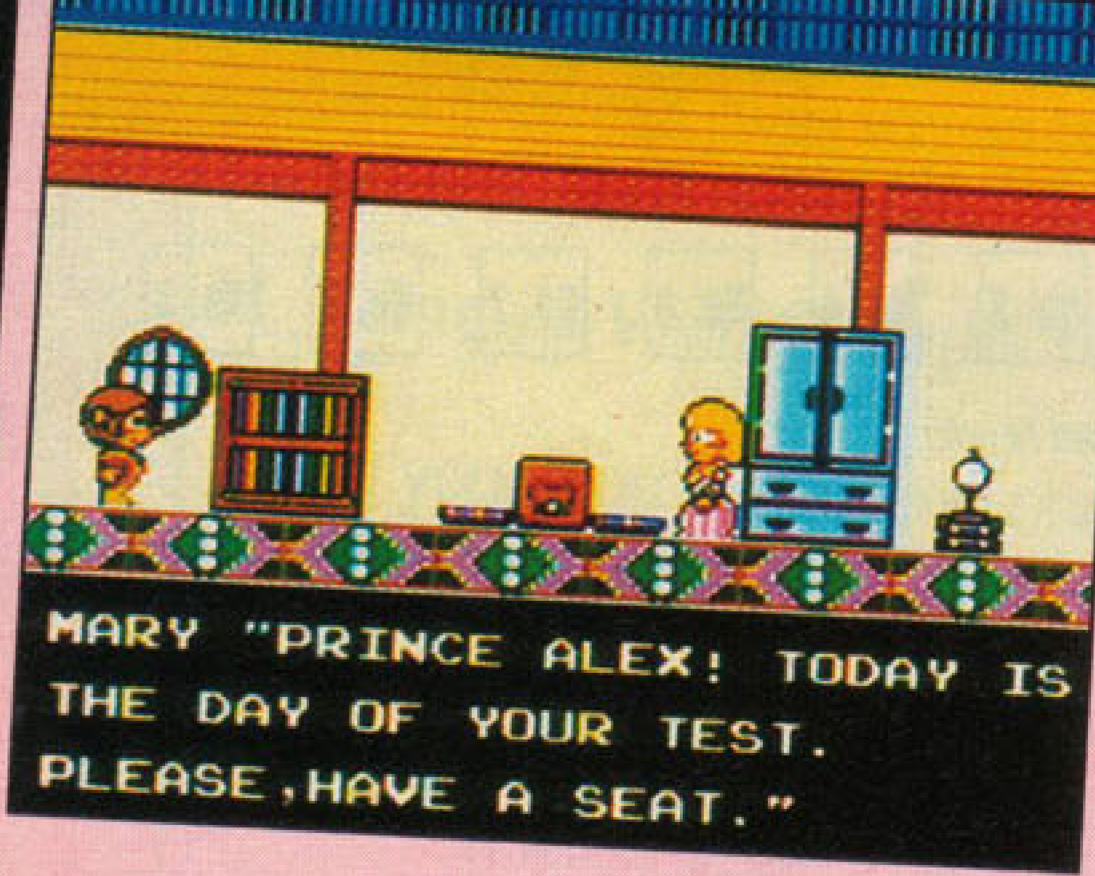
A secret continue! When the words "Game Over" appear, hold Buttons 1 and 2 down simultaneously, and rotate the directional control or joystick clockwise.

Alex Kidd: In High Tech World

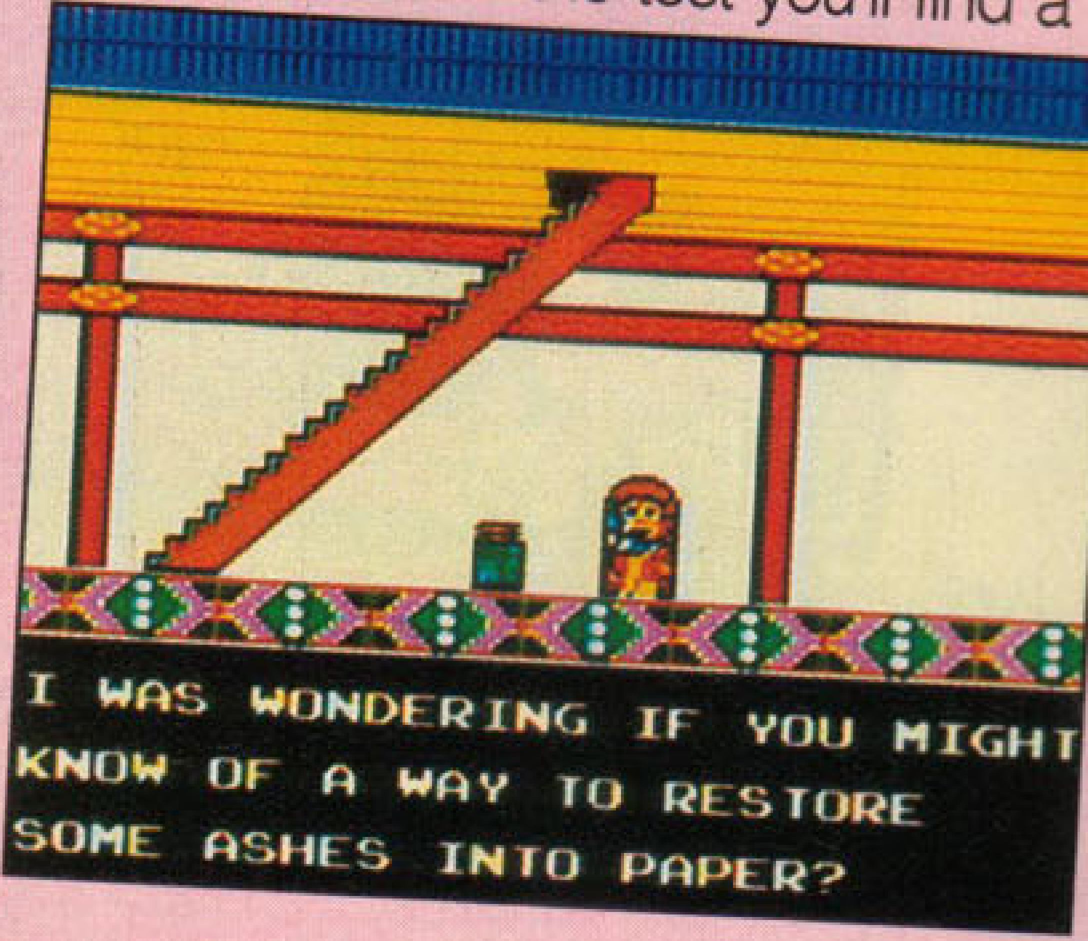
Locations of Eight Pieces of the Map!

Here's where to find the eight pieces of the map Alex needs to escape from the castle:

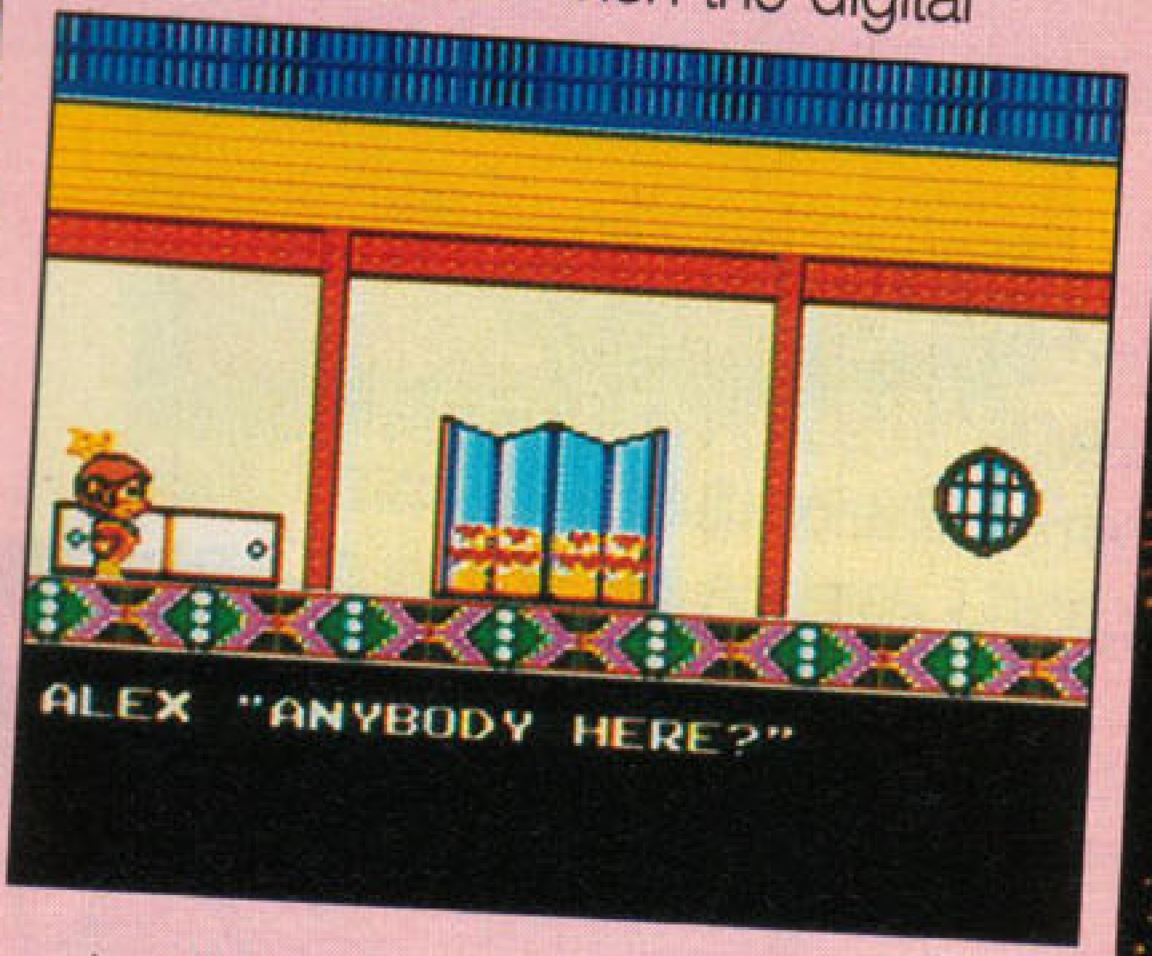
1. Papa's Room: You'll have to enter more than once before the real map piece is found.
2. Kitchen: Look inside the waste basket!
3. Mary's Room: See James on the 4th floor and then take your test from Mary. Answer more than eight questions correctly on the test and you might get a piece of the map.


MARY "PRINCE ALEX! TODAY IS THE DAY OF YOUR TEST. PLEASE,HAVE A SEAT."

4. Maid's Room: Name the names of six maids!
5. Digital Clock: Check the back of the clock on the third floor. A mini ladder is necessary!
6. James' Room: When you enter the room after the test you'll find a note burned to ashes. Don't touch the note! Telephone Rockwell and ask him to bring the Restorer Powder to the drawing room. Take that powder to James' Room and spray it on the note paper that turned to ash. It'll turn into a piece of the map.


I WAS WONDERING IF YOU MIGHT KNOW OF A WAY TO RESTORE SOME ASHES INTO PAPER?

7. Library: First you need to meet John, and then Barbara. Listen for the name of the book and then go to John in the library. He'll show you a piece of paper–your map piece! But remember, John doesn't come to the library until about 10 o'clock.
8. Empty Room: When the digital clock shows a time from 30 to 45 minutes head for the empty room to find Mark and Tom. You won't find them here at any other time. Meet them three times and they'll give you a piece of the map!

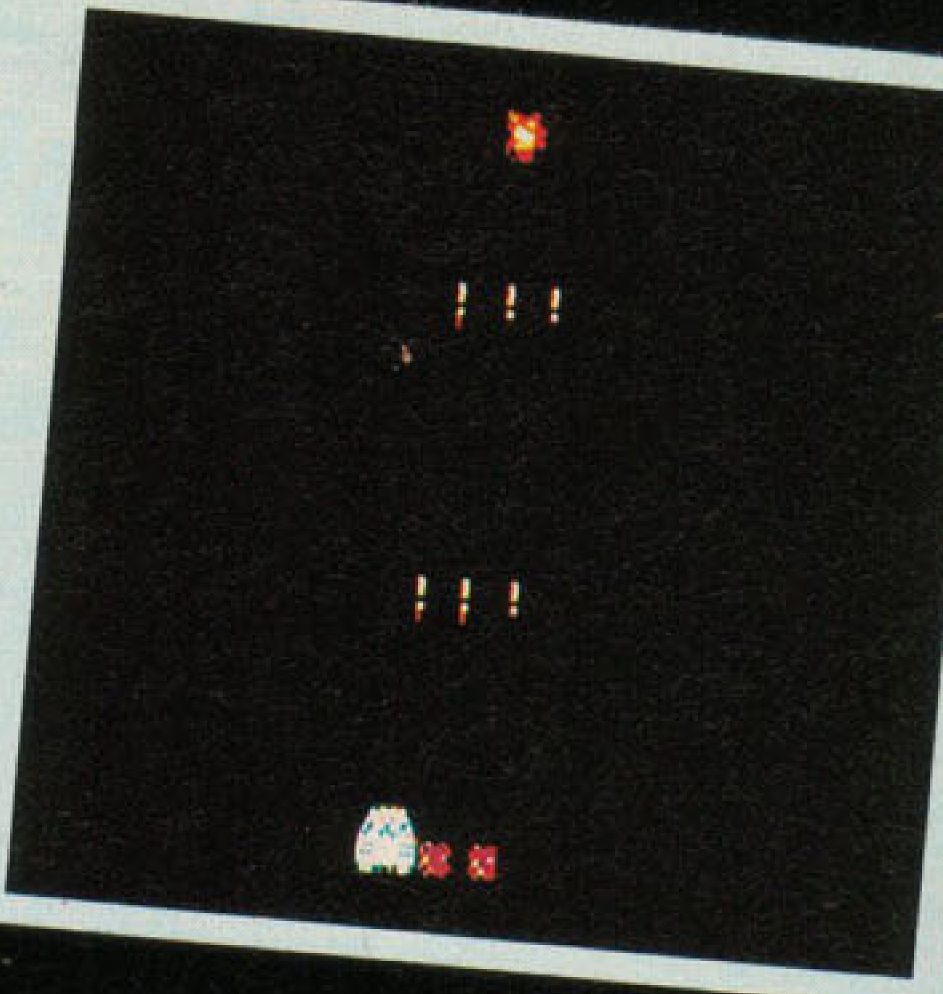

ALEX "ANYBODY HERE?"

After Burner

Continue, Continue, Continue!
When the title screen appears, press the Pause button exactly 100 times before the demo starts, then press Start for unlimited continues until you get to the 18th stage. To continue, when the words "Game Over" appear, push the control stick Up, then press Buttons 1 and 2 simultaneously.

Astro Warrior

Quick Double Options Power-Up!
To grab two free options do the following: When the game is in play and the screen says, Galaxy Zone, Asteroid Zone, or Nebula Zone, rapidly alternate Buttons 1 and 2. If you do this at just the right speed, free options appear!



Alf

A Sneaky Way to Grab All of the Items!
In the kitchen, first get the salami, then the cat. Go to the children's bedroom, press Pause on your Power Base, and then press Up, Left, Button 1 and Button 2 simultaneously. You'll get all of the items!

Black Belt

Find the Secret Extra Level
After defeating Wang at the end of the sixth level, wait for the ending message screen, then press Buttons 1 and 2 while wiggling the control stick Up and Down.

Black Belt

Unlimited lives!
After starting the game, you'll see a screen showing how many lives you have, then a blank screen flashes for 30 seconds. Hold the Reset button down until Riki appears in the upper left-hand corner of the screen. Now you'll have unlimited lives. You must time the tap perfectly during the flash of the blank screen for the trick to work.

Alex Kidd in Miracle World

Continue, Continus, Continue
When the words, "Game Over" appear, hold the controller up and press Button 2 eight times to continue where your last game ended. But remember, this won't work unless you have at least $400.

Captain Silver

Continue

CAPTAIN
SILVER
PUSH START BUTTON
©DATA EAST 1987
REPROGRAMMED GAME ©SEGA 1989

When the "Game Over" screen appears, push Up and Buttons 1 and 2 at the same time. This enables you to start at the beginning of the level where you were killed.

Enduro Racer

Level Select
During the title screen press Up, Down, Left, and Right on Controller 1. When this is done, a level select number appears in the upper right hand corner of the screen. Use the control pad to select the level of your choice.

Alex Kidd: High Tech World

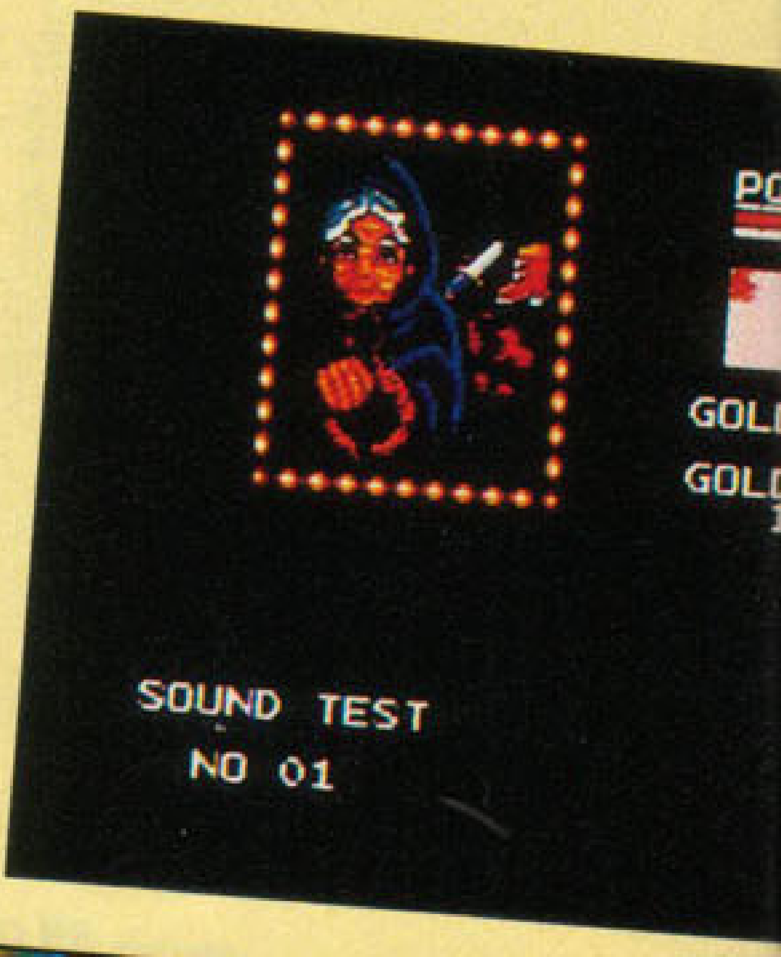
Beat the Maids at Their Game!
Having trouble beating the maids at their game? Here is their order!
Linda is Number 1.
Betty is the thinnest.
Janet is the third from left.
Cindy is the third from right.
Kate is the fattest, and that leaves Susan!

SEGA TIPS·TACTICS HOT PASSWORDS

Golvellius

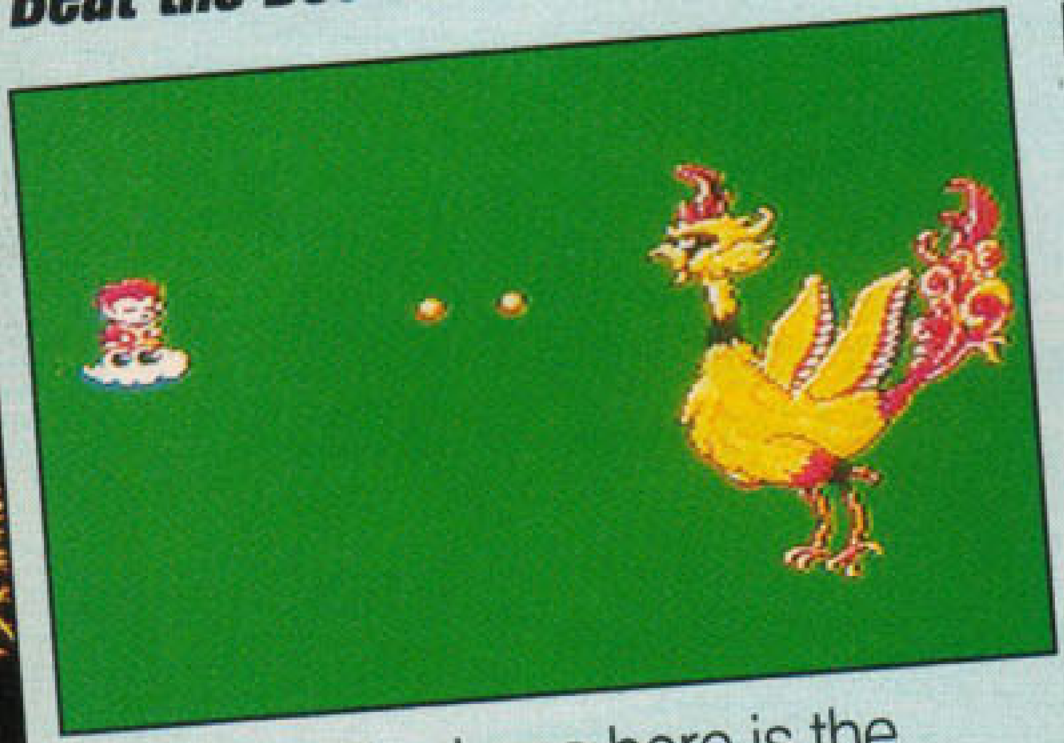
Sound Test

Try this simple pad and button trick to get into the Sound Test mode. Begin a new game, and when the screen shows Kelesis walking toward the tunnel simultaneously hold diagonally Upper Left on the pad, and Buttons 1 and 2. The screen with the old lady appears. Now release, and check out the sounds.

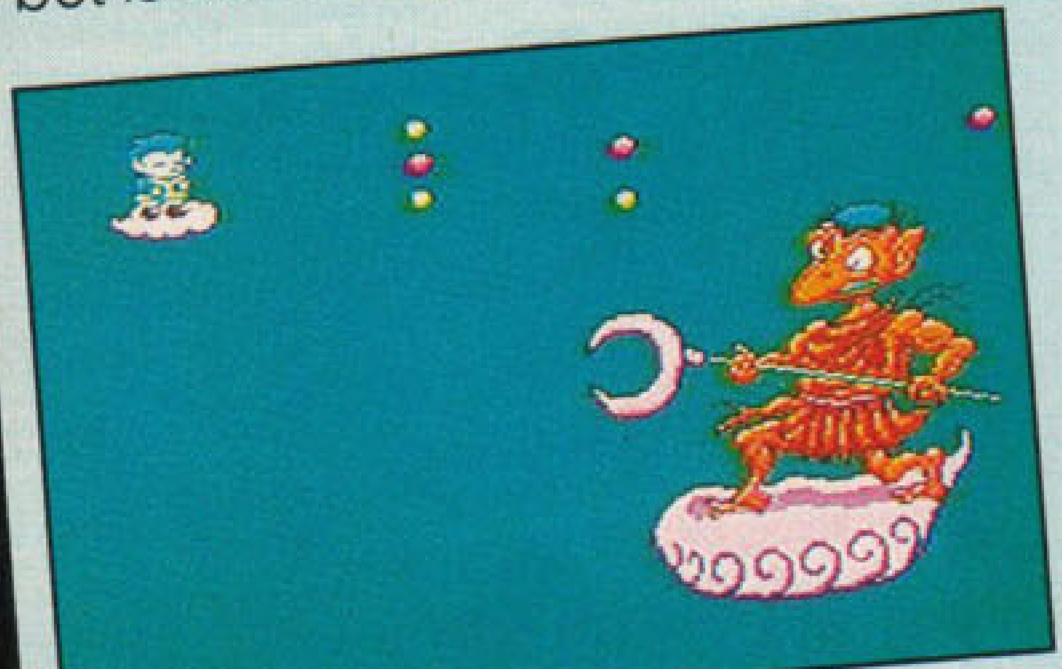


Cloud Master

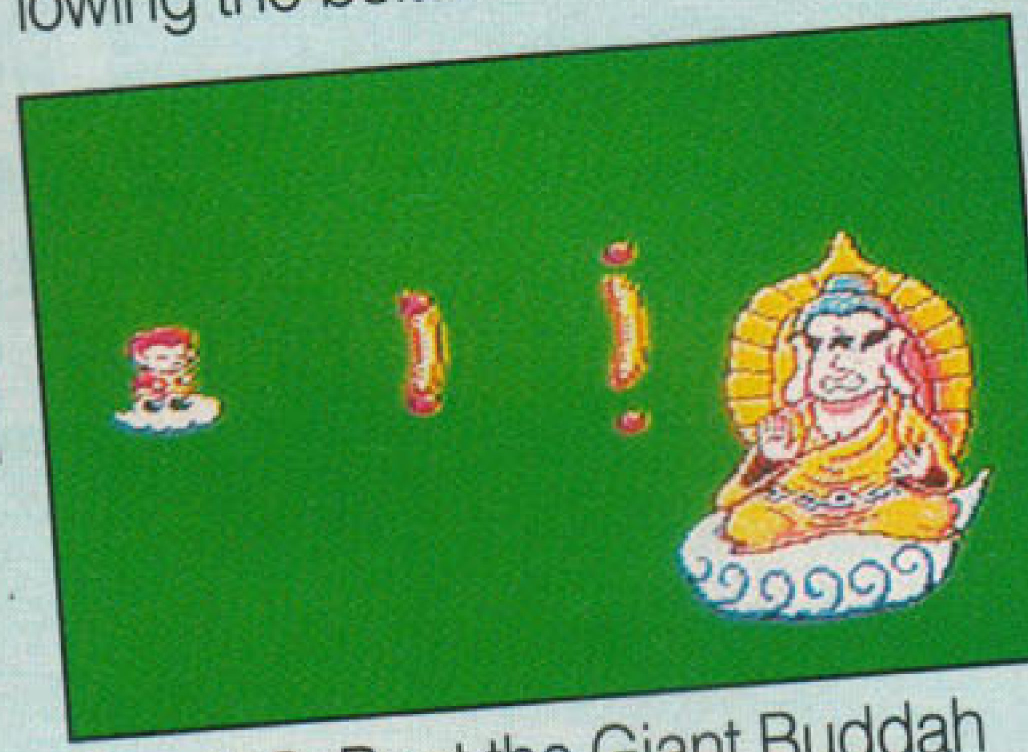
Beat the Bosses



Round 1: The boss here is the Phoenix. Hit him in the beak 15 times to destroy him. Your best bet is the 3-Way shot.



Round 2: Battle Kappa along the Koh River. Aim for the red blinking spot on his head. To avoid his bolts stay in the upper left of the screen and then move down, following the bolts.



Round 3: Beat the Giant Buddah by shooting at the red blinking dot above his sunglasses. Move back and forth and zoom in close to his face.

Round 4: Use a double red bullet to fire at the spot on the Dragon's head.

Round 5: Shogun is the hardest boss to beat. Try different strategies, but remember to shoot at the white blinking spot on his head.

Miracle Warriors

Finding the Dark Lord, Terrarin

Once you've found the keys to Heaven, Earth and Hell you've got to find Iason's Monument. Here's what to do. When you get the last key (the Key to Hell), go west six spaces, or squares. Press Button 2 and use the same spell you used to get the keys (Come, Iason). You'll find yourself inside the monument. Before you head for Terrarin make sure you have all of the special items, food in full, and life meters in full. If not, you'll never beat the Dark Lord. Collect the special items you'll find in treasure chests in the Monument. There are three levels in the monument. Move fast in Level One to beat all kinds of fierce monsters. Head for the stairs in the upper left corner of the maze. These stairs take you down to Level Two. Go to the lower right corner where you'll find more stairs going down! The stairs on Level Three are at the top center edge of the level. Head down these stairs and you're face to face with Terrarin!

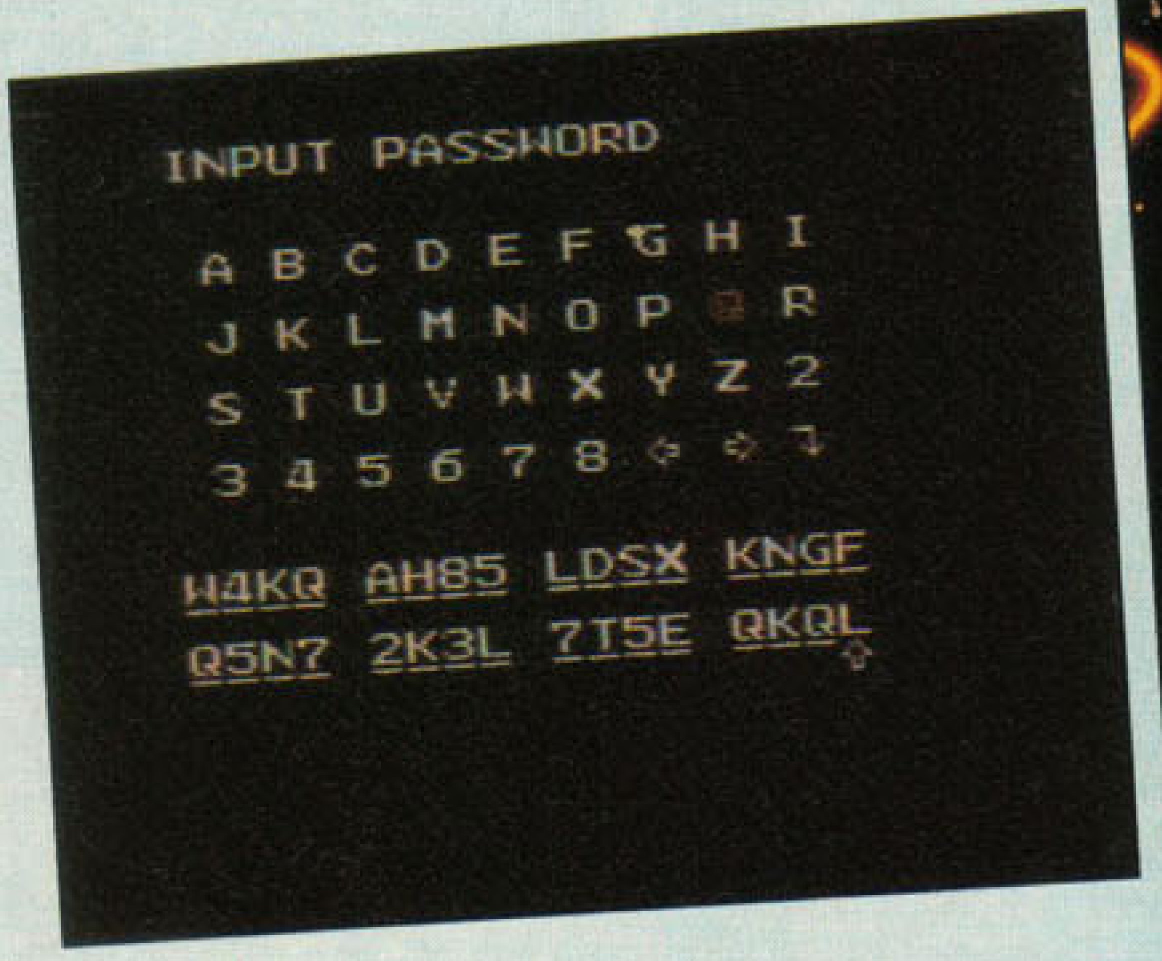
Golvellius

Password

Start with all seven enemy bosses destroyed. Now go kill Golvellius! Here's your equipment: Legendary Sword, Arusazu's Shield, 18 Life Potions, Maximum Bibles, Ring of Invincibility, Mirror, seven Crystals, Ascent Boots, one Purple Mea, Ramurasu's Pendant. The password is:

W4KQ AH85 LDSX KNGF Q5N7 2K3L 7T5E QKQL

HINT: The cave to Golvellius may be found in Crawky's forest where there is a dead tree with two brown rocks in front of it. The rock on the right is the one to strike with the sword a couple of times.



```
INPUT PASSWORD

A B C D E F G H I
J K L M N O P Q R
S T U V W X Y Z 2
3 4 5 6 7 8 ⇦ ⇨ ↲

W4KQ AH85 LDSX KNGF
Q5N7 2K3L 7T5E QKQL
```

Miracle Warriors

Take Two Steps

Having trouble figuring out the scroll? Can't find the Dark Lord? Remember that Iason was "twice as big as a normal man." It's a clue from the game. Since he was twice as big as you, you must take twice as many steps to cover the same distance. Take two steps instead of one.

Power Strike

Ten free lives!

To start out with 10 free lives instead of three, press your controller: Down, Right, Down, Down, Left, Right, Up, Right. After this sequence is complete, press Button 1.

Ninja

Find the Scrolls

Here are the locations of the five hidden scrolls in Ninja:

1. Look in Screen 1. If you succeed in killing the transforming Ninja, the scroll appears.

2. Try Screen 4. Blast the Dog Statue on the far left hand side five times and you'll find the scroll.

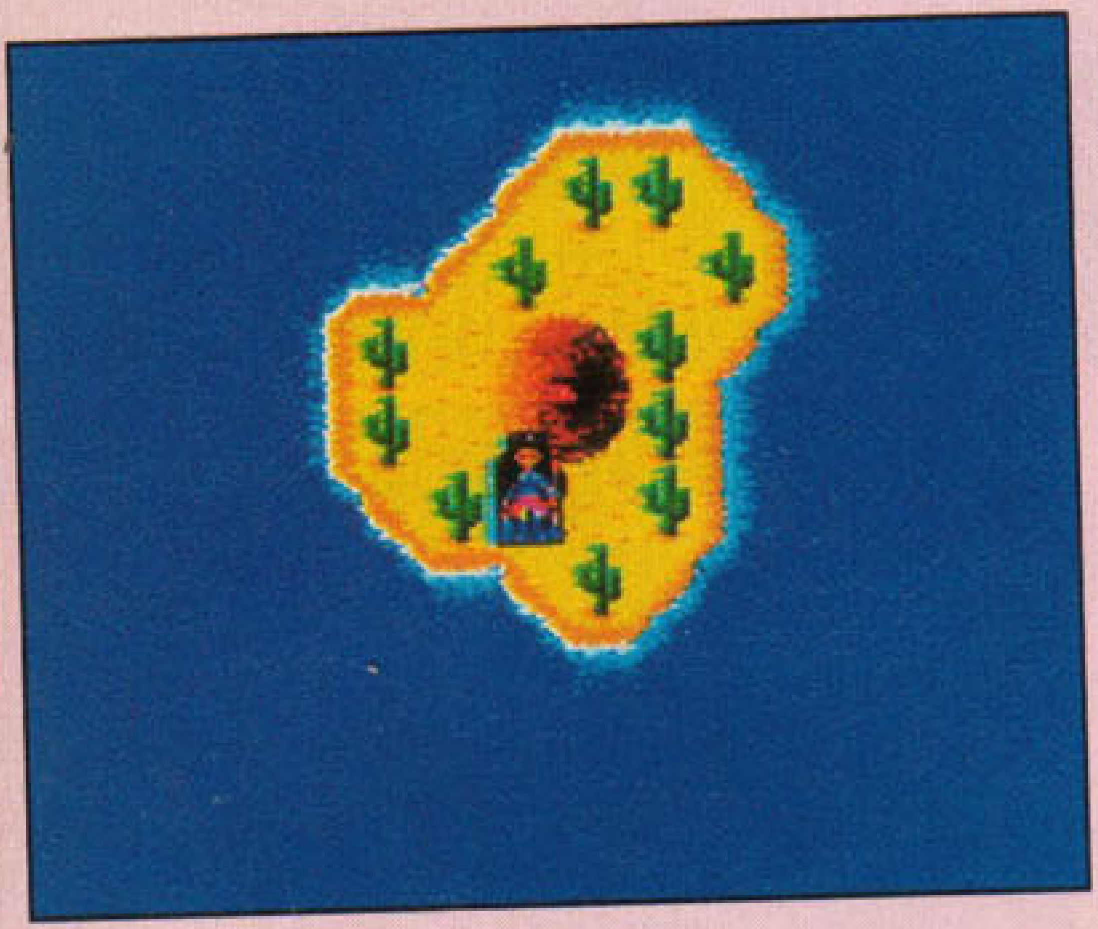
3 Found in Screen 6. Look for the first Samurai House surrounded by a moat to the left of the screen. Cross the foot bridge and head for the upper right corner. Shoot to the left of the bush in the corner and scroll appears. Grab it and head back across the bridge.

4. Try Screen 8. Head out through the gate to the open field. Find the last bush toward the back wall and shoot it. There's the scroll!

5. Last but not least, try Screen 9. Creep up the right side of the wall (it is a good idea to disappear). Watch out for falling rocks! Stop them by blasting the rock hole at the far right 46 times (optional). Get past the rock holes and you'll face the main boss – but don't do him in yet! Go to the far right of the screen (staying on the same walkway as the main boss) and you'll have the final scroll. Don't forget to go back and get the boss!

SEGA TIPS·TACTICS HOT PASSWORDS

Phantasy Star



Location of the Mirror Shield

To find the Mirror Shield head to the town of Sopia (located in the middle of a poisonous gas field – so make sure you have the gas shield!). Head down to the lake below the town, and climb into your hovercraft. Cruise around the lake and you'll find a tiny island with one ant lion and quite a few cacti! Disembark, head to the ant lion, and go directly down to the cactus below the ant lion. Search the area here and you'll find the mirror shield!

Poseidon Wars 3-D

Sound Test

To hear the sounds of Poseidon Wars press: Up once, Left two times, Down three times and Right four times during the title screen.

Phantasy Star

PHANTASY STAR
▸START
CONTINUE
© SEGA 1988

Go Get the Governor

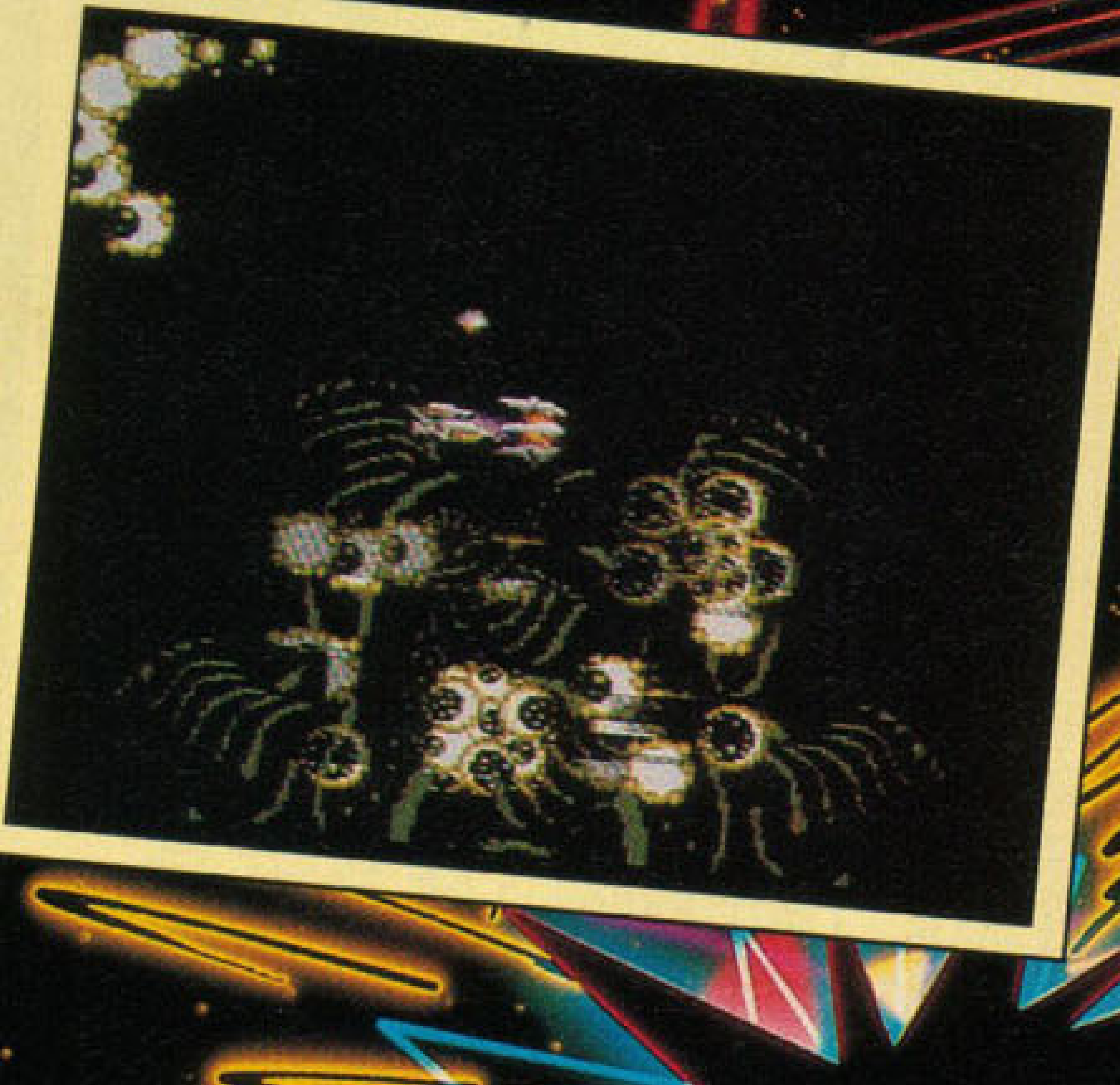
After you've beaten Lassic you must return to the Governor. Be sure to keep Mayu alive or have a transfer that allows you to return to Palma.

As many frustrated players have discovered when you enter the mansion you'll fall into a pit trap! Don't panic! Keep following the corridors and eventually you'll fall through two more pit traps. Head to the right and around two corners. Take three steps and face the wall on the left. And...a secret door appears! Enter and follow this hallway to a magic door. This is a good time to heal yourself with burgers because when you go through the door you'll face your last enemy!

R-Type

Kill the second enemy boss with one shot!

Simply place your R-9 ship and probe right over where the eye opens up. Charge your beam up to maximum power. When the eye opens, let 'er rip. It's dead in one shot.



Phantasy Star

Use the Magic Wand

There is a way to escape from enemies in Phantasy Star without using magic – even the enemies that won't let you run away. Just use a wand! You'll find a store with wands at Skure on Dezoris. Equip Noah with one (as his weapon) and then buy an extra one. When in battle highlight it on the Item menus. This works in all places except when every direction is blocked off or when fighting a large creature such as Medusa or Lassic.

R-Type

Invincibility!

Plug both Control Pads (1 and 2) into the Sega console. Before powering on the system, hold down the lower right-hand corner of the directional pad of Controller 1 and the upper left-hand corner of the directional pad of Controller 2, plus Button 1 simultaneously. Power on the system and don't release the above positions until the title screen fully appears.

GAMEPRO HOT TIPS HOTLINE
1-900
446-8477
CALL NOW!

Dial 1-900-446-8477 And Get Power Packed Inside Info!

GamePro Magazine's Hot Tips Hotline!

Ever wanted to know the inside scoop on your favorite new game? Or get tips that only the game developers would know? Or learn about upcoming releases before they hit the streets?

Well, now the answers are only a phone call away. No way you say?

Better believe it.

Because the GamePro Hot Tips Hotline is talking to you! We're the ultimate video gamers news and info source.

With GamePro Hot Tips Hotline, you'll be the first on your block to get the latest and greatest from GamePro Magazine–game tips, game ratings, and special features.

And you'll get the lowdown on the newest developments for Nintendo, Game Boy, Genesis, Sega Master System, TurboGrafx-16, and Atari games and game systems.

Unbelieveable? Read on.

You'll get news on special events, upcoming game releases, contests, sweepstakes, sales, and much more!

Just call the GamePro Hotline number listed above. And when the Hotline directs you, punch in the telephone extensions of the companies and products you're interested in. It's that simple.

So, get with it, call today.

GamePro Hot Tips Hotline
Your Power Player Connection in the Video World

$1.75 first minute
90¢ each minute thereafter

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.

Dial These Extensions for the Hottest Video Game News, Tips, and Info!

6639	**Acclaim Entertainment Inc.:** Hot tips, secret hints, and previews of brand new Acclaim & LJN games.
1388	**Activision:** Call to get your $10 Savings Certificate–good towards purchase of our Nintendo games!
9320	**ASMIK:** Secret codes, tips, and previews of brand new ASMIK games!
5684	**Bullet-Proof Software: Pipe Dream,**™ for the NES and Game Boy!
5924	**Capcom USA:** Check out **Street Fighter 2010,** our hot new adventure game...for experts only!
2246	**Data East USA:** A sneak peek at our new title **Werewolf,** plus tips for our popular Nintendo titles!
4623	**HAL America: Kabuki-Quantum Fighter**...the challenge begins!
1255	**Hi Tech Expressions: The Chessmaster, Remote Control,** and **Win, Lose or Draw.** Sneak previews of **Orb 3D** and **The Hunt for Red October.**
9457	**Hudson Soft USA:** Hot tips, cool games, and outrageous info. Call us now, 'cause we've got it all!
3111	**Jaleco:** Free game catalogue and unpublished tips for **Astyanax, Pinball Quest,** and **Maniac Mansion!**
6852	**KOEI:** Helpful hints on our exciting new game **Genghis Khan!**
7752	**Meldac of America: Mercenary Force**™ coming in October, and call for a special gift offer & game tips on **Heiankyo Alien!**™
3345	**NEC:** Hear about all the killer games for the TurboGrafx-16 System!
2779	**SETA USA:** Get real, Dude! Ned will never beat his bratty brother without your help. **Q Billion**...get the scoop!
7443	**TAITO Software:** High-level strategies and power play tips for **Dungeon Magic, Wrath of the Black Manta,** and **Indiana Jones and the Last Crusade.**
8421	**TAXAN USA:** Sneak previews & hot tips on dynamite games including **Low G Man, Magician,** and **G.I. Joe**®!

New Companies and Products Added Weekly!

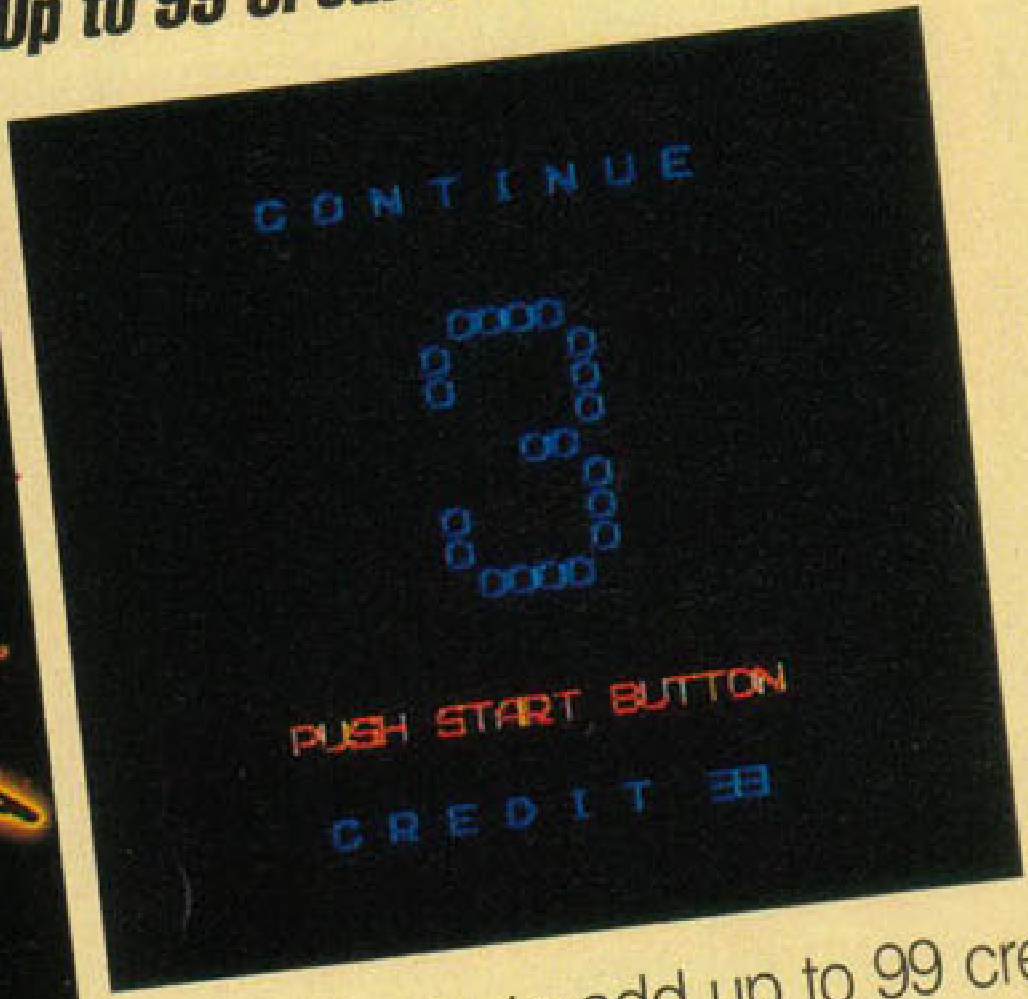
Poseidon Wars 3-D

Continue

To continue press Down four times, Right three times, Up two times, and Left once!

R-Type

Up to 99 Credits!


CONTINUE

3

PUSH START BUTTON

CREDIT 33

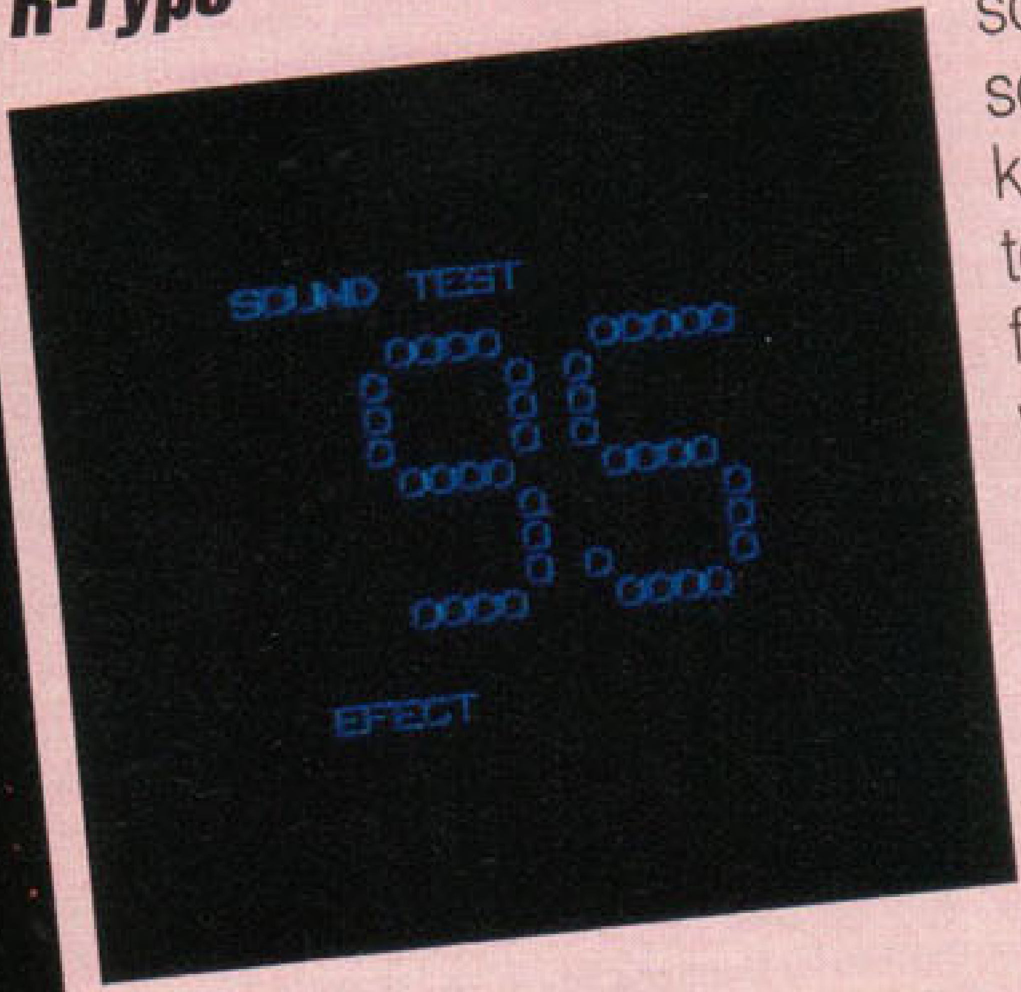
Here's a way to add up to 99 credits in R-Type! Get into the extended sound mode, as described in the other R-Type tip in this section. Go to sound effect 62. This is the sound effect you hear when you gain credits. Now, press Button 1 three times to play sound effect 62 three times!

Next, exit the sound test. This adds to your limit of credits. The limit you can normally get is up to 12. But this lets you gain up to 30 more credits.

To take advantage of this move to the countdown feature. That is, when your game ends and the continue screen counts down, rotate the directional controller clockwise. You'll find the counter moves past the 12 limit, and gives you up to 30 credits. If you have to, start the game before the counter runs out, kill off your ships, and move the pad clockwise to max up your credits.

To go beyond the 30 credit limit, go back into the extended sound test, play sound 62 three more times. Then back to the credit feature, etc. By repeating this method several times you can get your credits up to 99! But don't go over 99 because the counter will flip over to 00 and all you've gained will be lost!! Good Luck!

R-Type


SOUND TEST

95

EFECT

Extended Sound!

To do the basic sound test, roll the directional controller counterclockwise during the continue screen. This allows you to hear sounds from 01-17. But did you know about the extended sound test that allows you to hear effects from 18 to 95? Here's how it works. When you are on sound test 17, press and hold Button 2 on Controller 1 and push Right. This puts you on sound test 18! Keep pushing Right and it will count up to 95. The same trick works from effect 00 (exit) when you press and hold Button 2 and press Left. This puts you on sound effect 95!

Shinobi

Level Select

When the title screen appears, push Down on the controller, then press Button 2. Now you can select any level you want.

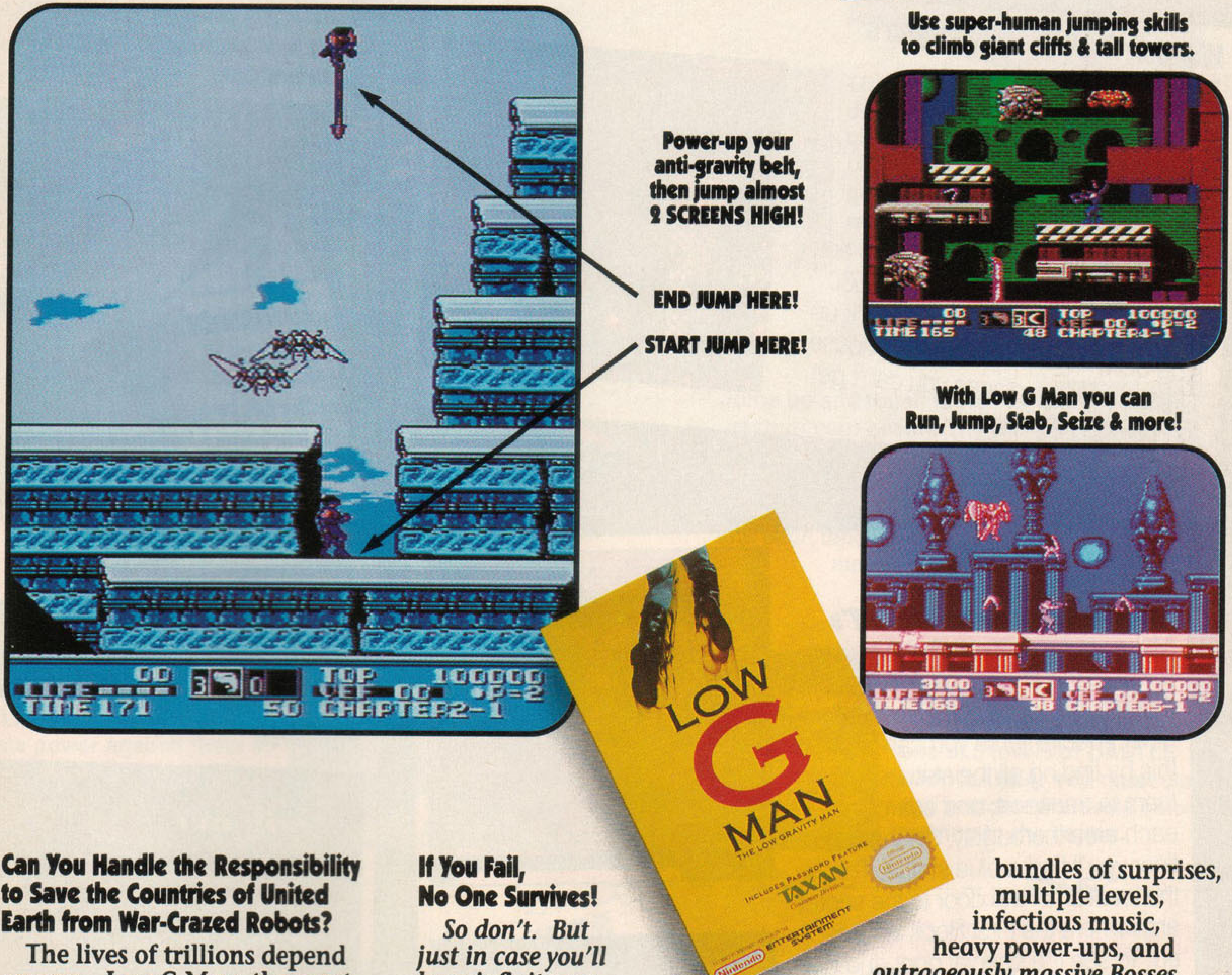
Space Harrier

10,000,000 points and a free life!

At the beginning of the bonus round, where you ride the friendly dragon, try to dodge all the trees and bonus objects. If you do this trick successfully and hit five trees or less, a space ship flies across the screen. Shoot it to get the 10,000,000 points and a free life.

Jump!

Official Nintendo® Seal of Quality



Power-up your anti-gravity belt, then jump almost 2 SCREENS HIGH!
END JUMP HERE!
START JUMP HERE!
Use super-human jumping skills to climb giant cliffs & tall towers.
With Low G Man you can Run, Jump, Stab, Seize & more!
LOW G MAN
THE LOW GRAVITY MAN
INCLUDES PASSWORD FEATURE
TAXAN
Nintendo ENTERTAINMENT SYSTEM

Can You Handle the Responsibility to Save the Countries of United Earth from War-Crazed Robots?

The lives of trillions depend on you – Low G Man, the most skillful warrior alive. If you think you've got the guts, your stash will include a deadly armor-piercing spear, an electro-magnetic disruptor and a *super-human jump (up to 1¾ screens)*!

If You Fail, No One Survives!

So don't. But just in case you'll have infinite continue & a password. You'll get rapid action, detailed scrolling backgrounds, bundles of surprises, multiple levels, infectious music, heavy power-ups, and *outrageously massive Bosses.*

Are You Worthy of the Prestigious Title "Low G Man"?

Everyone can play Low G Man, but only a few can master the skills to save the CUE.

If you're ready for a game that gives you everything and only asks for your extreme concentration, then watch for Low G Man.

TAXAN

Consumer Division

MAPPY-LAND
G.I. JOE
8 EYES
BURAI FIGHTER
Putt MASTER

© 1990 TAXAN USA Corp. All rights reserved. Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc. Low G Man, Burai Fighter, & Putt Master are trademarks of and copyright protected by TAXAN USA Corporation. 8 Eyes is a trademark and copyright of Seta/Thinking Rabbit. Mappy-Land is a trademark and copyright of Namco LTD. G.I. Joe is a registered trademark of Hasbro, Inc.

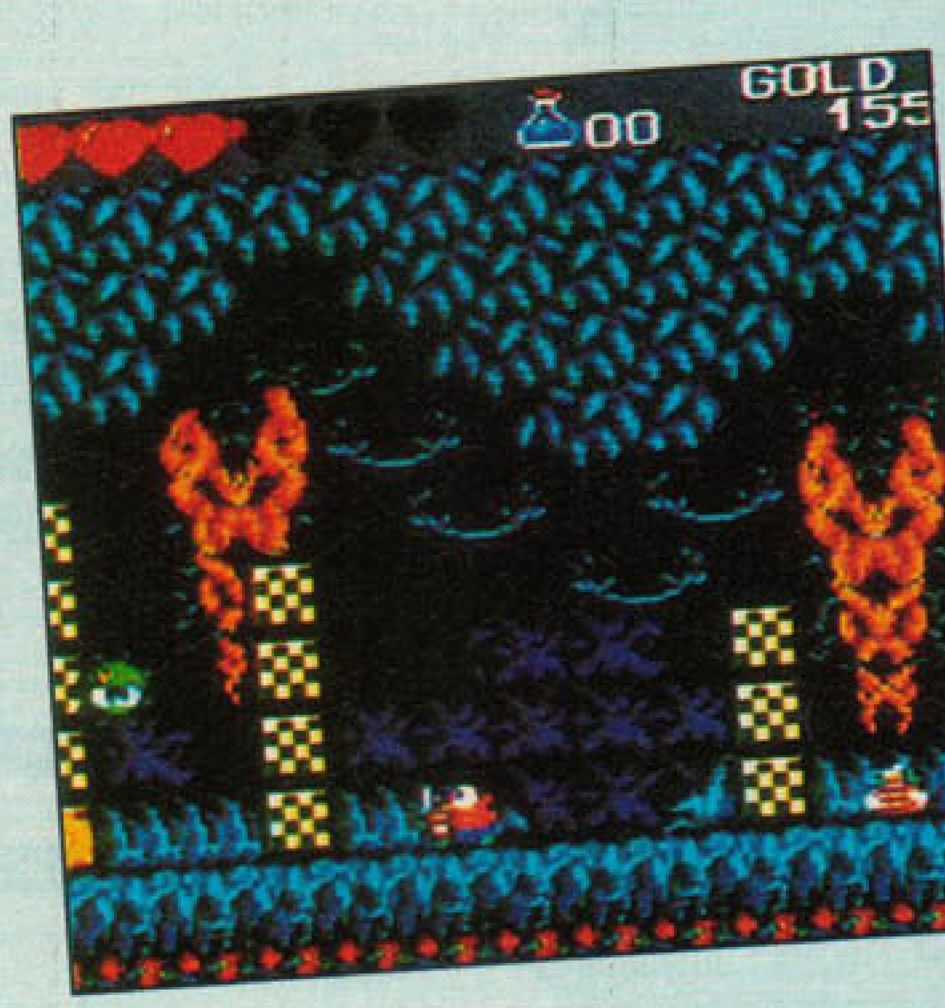
SEGA TIPS·TACTICS HOT PASSWORDS

Space Harrier

This Continue Has Nine Lives!

When the words "Game Over" appear on your screen, do the following with your controller: Up, Up, Down, Down, Left, Right, Left, Right, Down, Up, Down, Up. Do not press Buttons 1 or 2.

Wonder Boy III: The Dragon's Trap



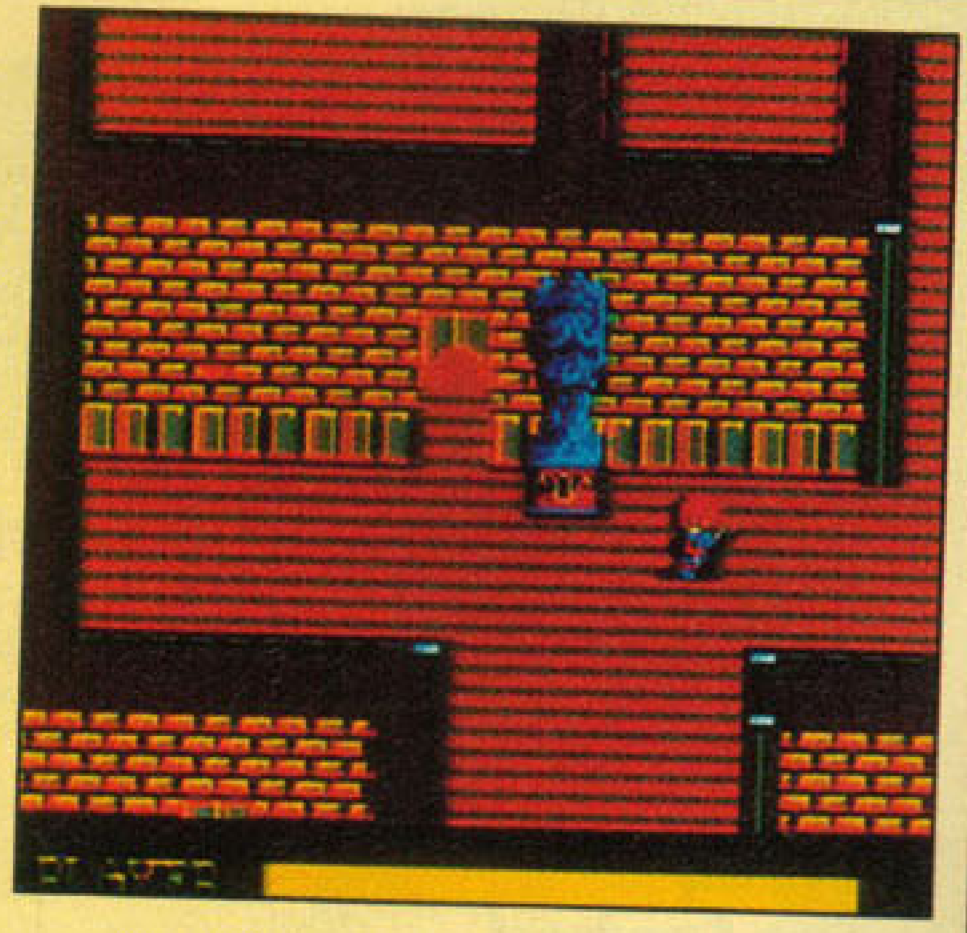
Password!

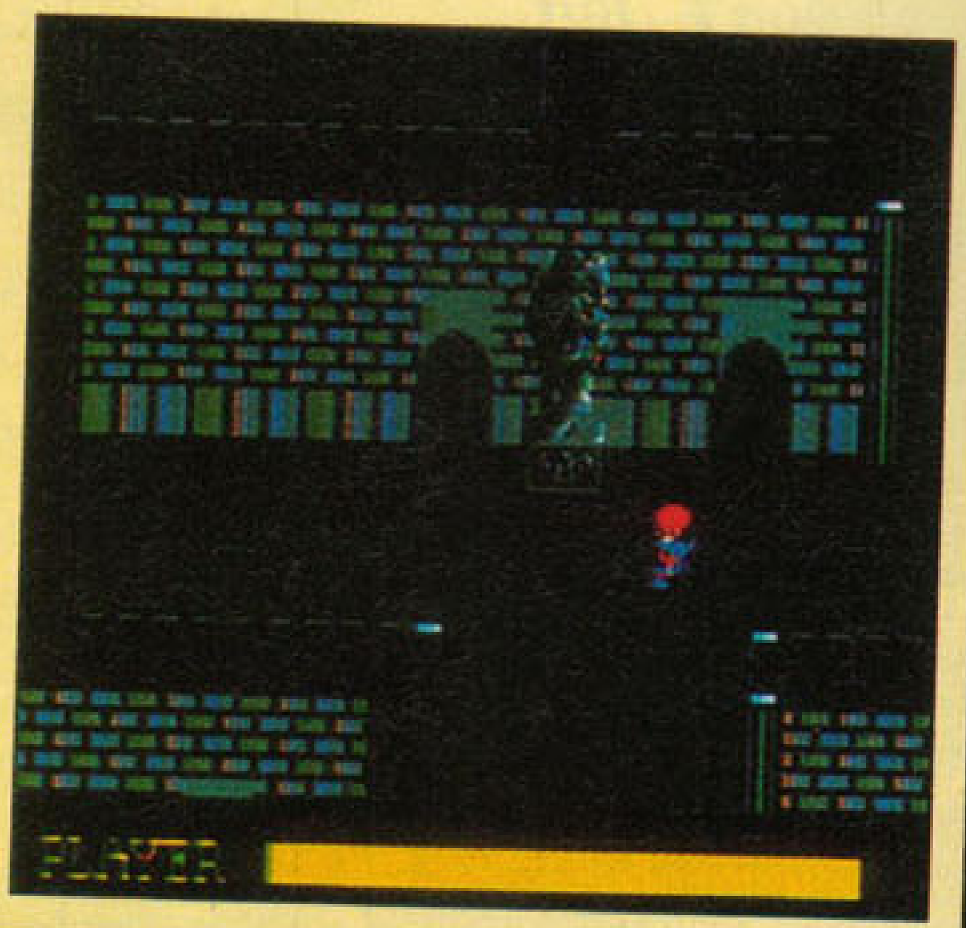
Here's a password that makes Wonder Boy III a little easier!

2CKF 7L4 88OP U53

Use this password at Continue to enter the game as Mouse Man with 1,000 gold pieces! You'll be able to walk upside-down on the checkered "mouse blocks," and go places you can't get to in any other shape.

Y's, The Vanished Omens





Location of the First Book of Y's

Make your way through the palace to the fourth and fifth floors. Search these floors for all of the keys and other special items you can find. Do this by finding all the statues, using them to transport, and searching each area thoroughly. On the fifth floor you'll find a blue statue. This is the location of the door to the secret area where the First Book is located. To see the special door and get into the room with the broken pillars you'll need to use the mask. So, put the mask on! The secret door appears and you can head in to collect the First Book (of course, you'll have to beat a nasty creature who's guarding it – but that's no problem, right?!).

Space Harrier

Secret game option

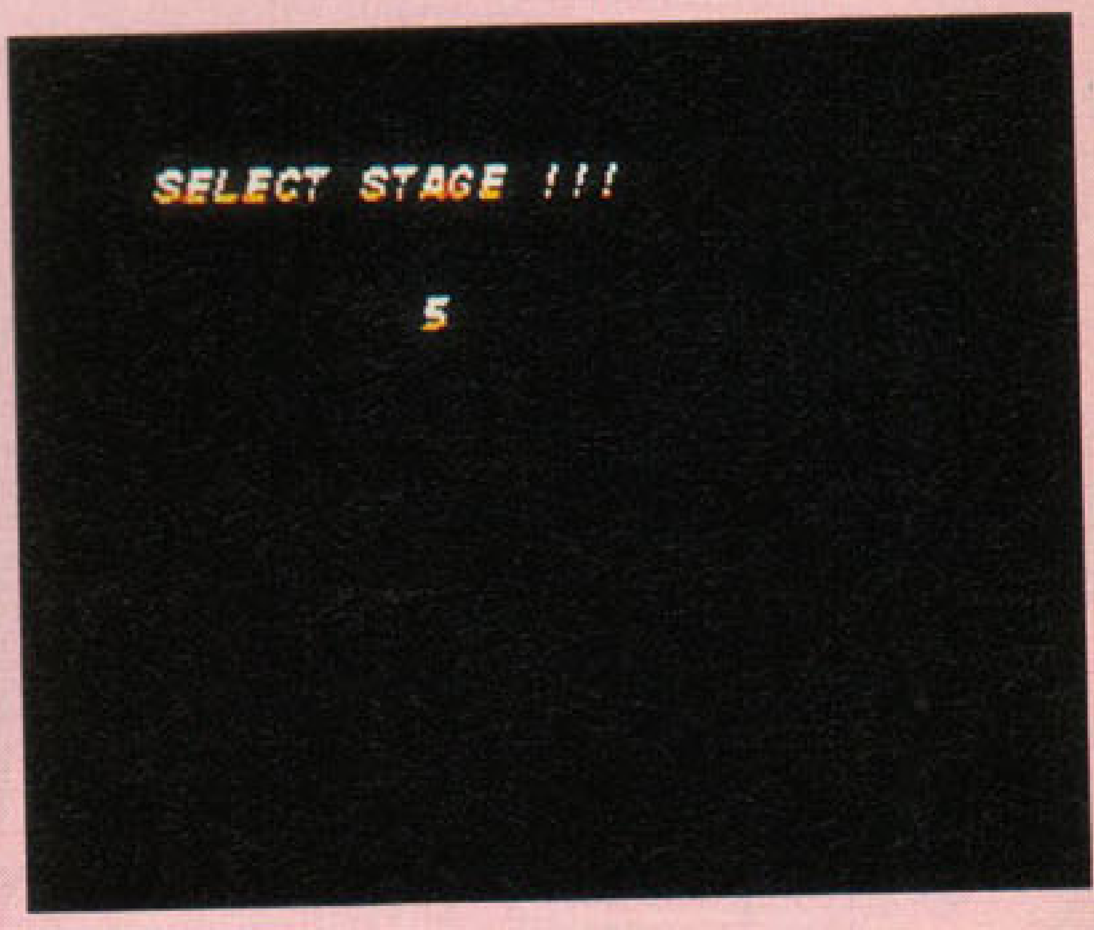
Go to the sound check mode to select the game's different sound effects and music sound-tracks. When the title screen appears, push the controller Right, Left, Down, then Up. While you're in the sound test mode, make the following selections in this order: 7-4-3-7-4-8-1. Press Button 1 after selecting each number. An option screen appears, allowing you to change your character and the game's difficulty setting.

Thunderblade

Continue

After you lose your last life, press the controller diagonally to the Lower Right while simultaneously pushing Button 2. This trick lets you continue where you left off.

Vigilante



SELECT STAGE !!!

5

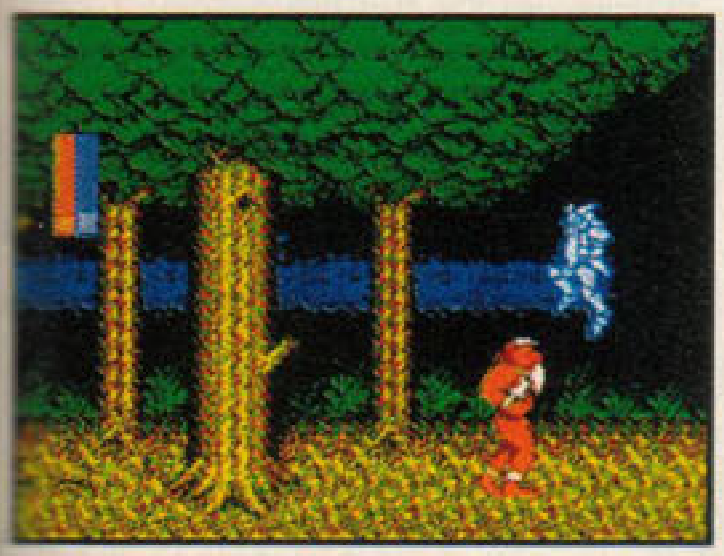
Level Select!

To select your levels in Vigilante, hold down the upper-left corner of the directional pad and Buttons 1 and 2 simultaneously. A screen appears that enables you to choose a level by using your directional pad.

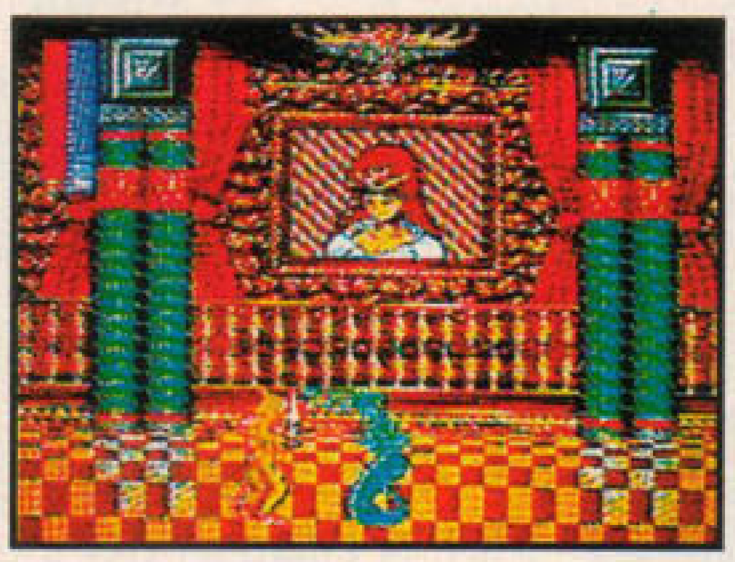
S'more HOT HINTS

"FROM THE GUY IN THE BACK".

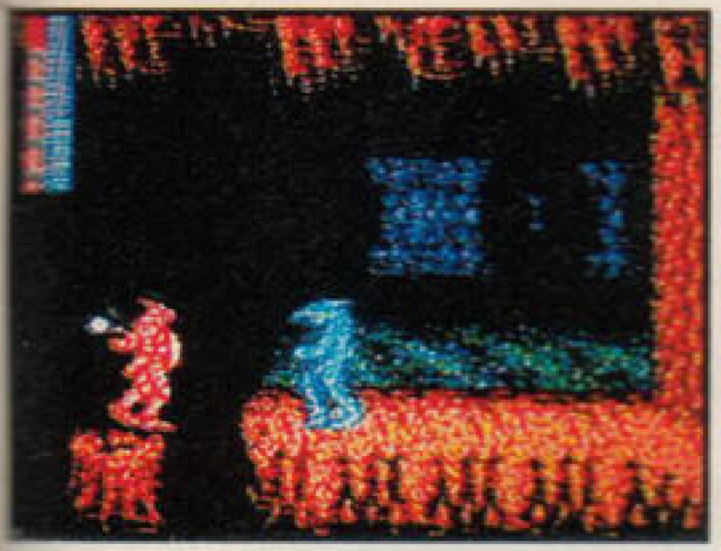
CASTLE OF DRAGON
SETA
AN ACTION PACKED GAME OF SWORDS AND SORCERY
Official Nintendo Seal of Quality



MINOTAUROS holds the most powerful weapon...THE MACE. Use the start button to select THROWING KNIVES. Minotauros moves from left to right so hit him with the knives until he gets close then jump up and let him pass under you.

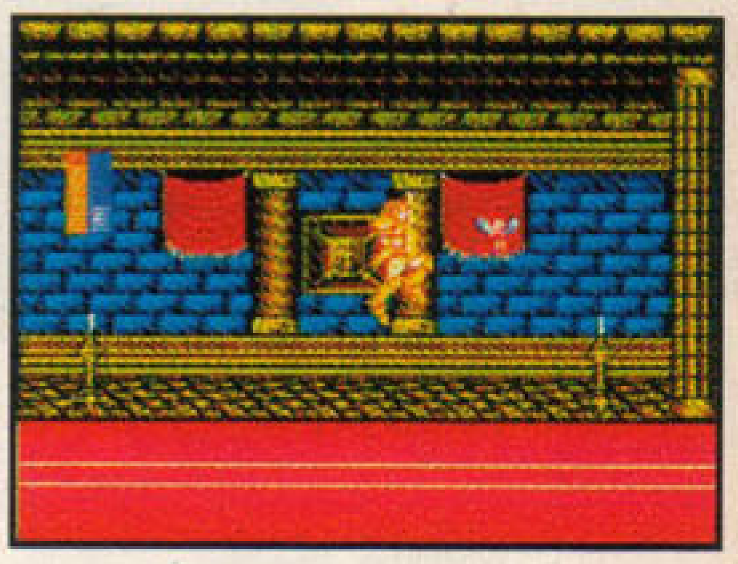


The trick to destroying MEDUSA is to keep her away from you. Using THE MACE, you can quickly push her away, out of range from her gaze. For a challenge, try using throwing knives and timed jumps.

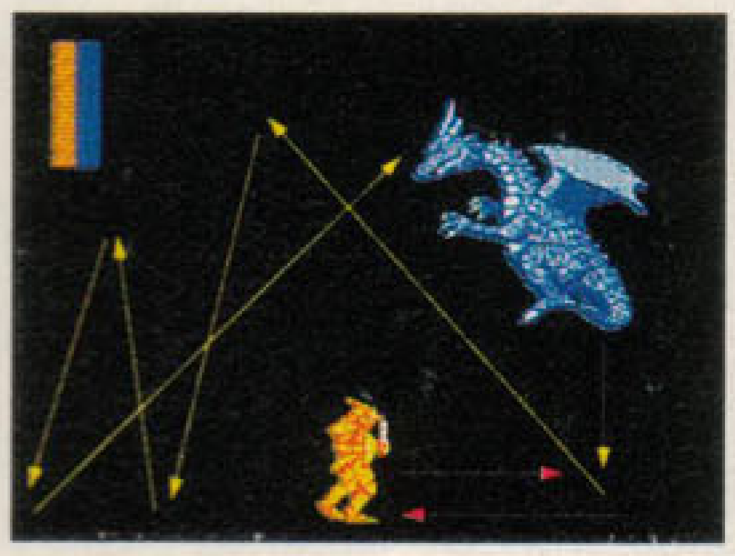


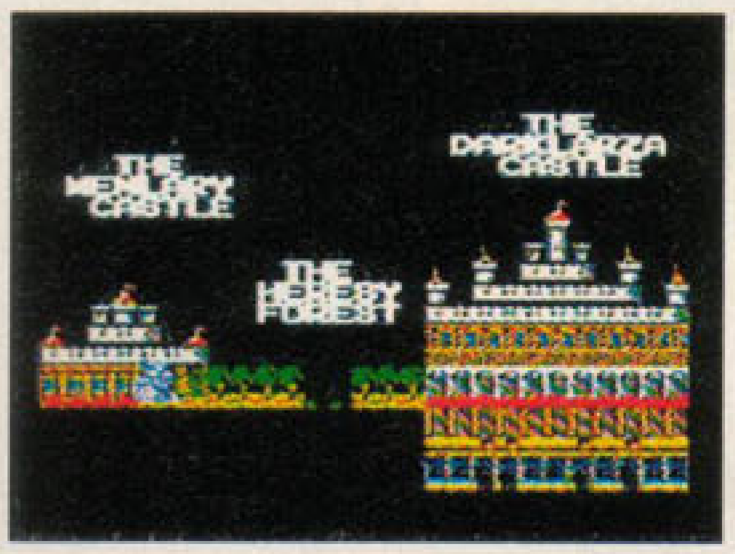
In THE CRYPT, you will come to this pillar, stay on the pillar! The SALAMANDER will attack and fall off the cliff if you don't try to fight him. Once again, discretion is the better part of valor!

Jump up and touch fairies to restore your health. The red meter is health and the blue is experience. Trashing creatures adds to the experience meter and each time it fills up, both meters get bigger.

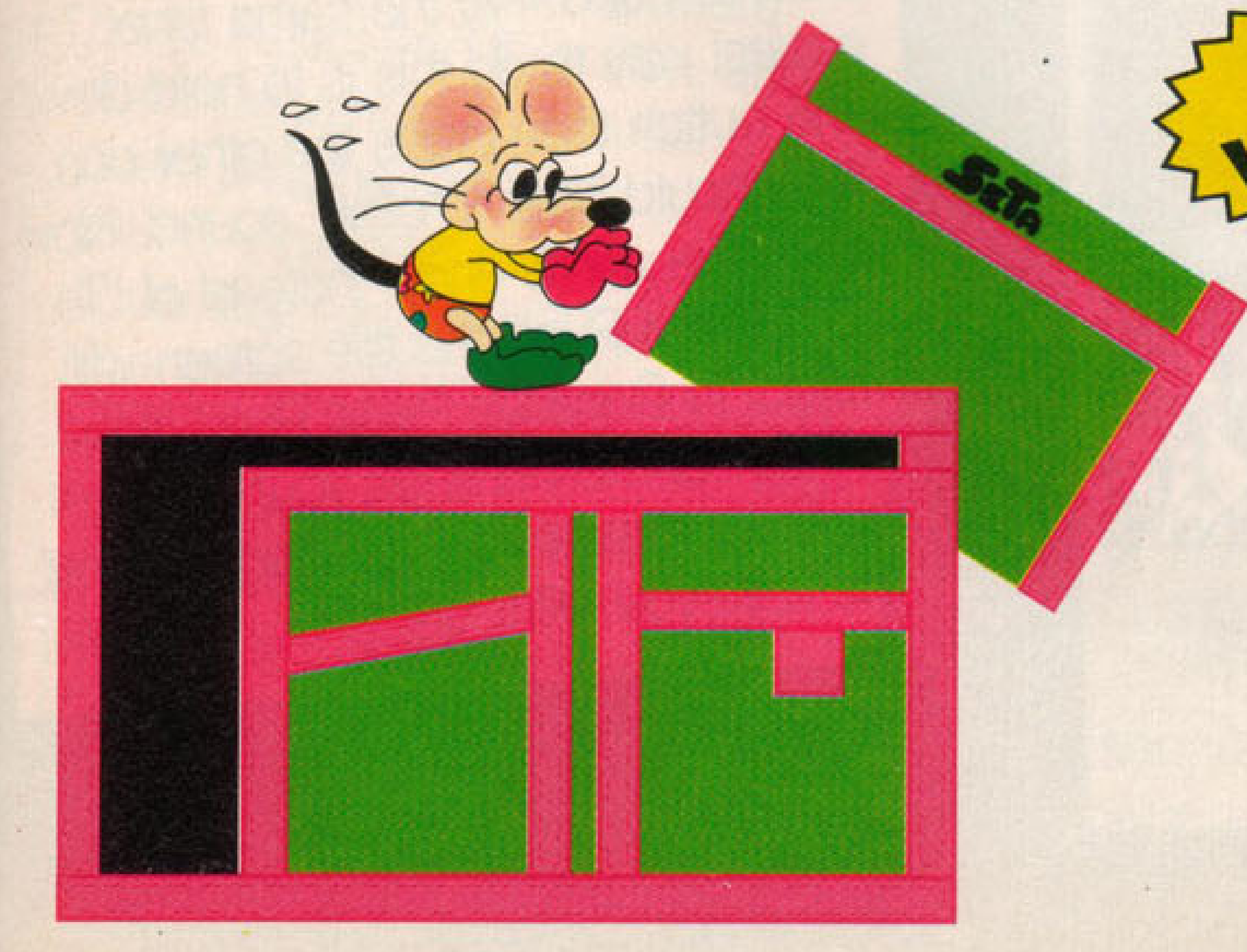


GUARDIAN DRAGON bars the exit to a level of CASTLE DARKLARZA. All weapons have the same power against them so use the THROWING KNIVES to the head. Use this pattern to avoid GUARDIAN DRAGON.





You must battle your way through 9 stages to free Princess Amoreena. Use the control pad to select any one of 5 levels of CASTLE DARKLARZA. You must clear the top and bottom two levels before moving to the center.



FREE WALLET

SUMMER SPECIALS

while supplys last

* Fill out and bring in this coupon and get a **FREE** wallet with the purchase of QBillion™ at any Try Soft store.

Name__________ Age____ M__ F__

Address__________

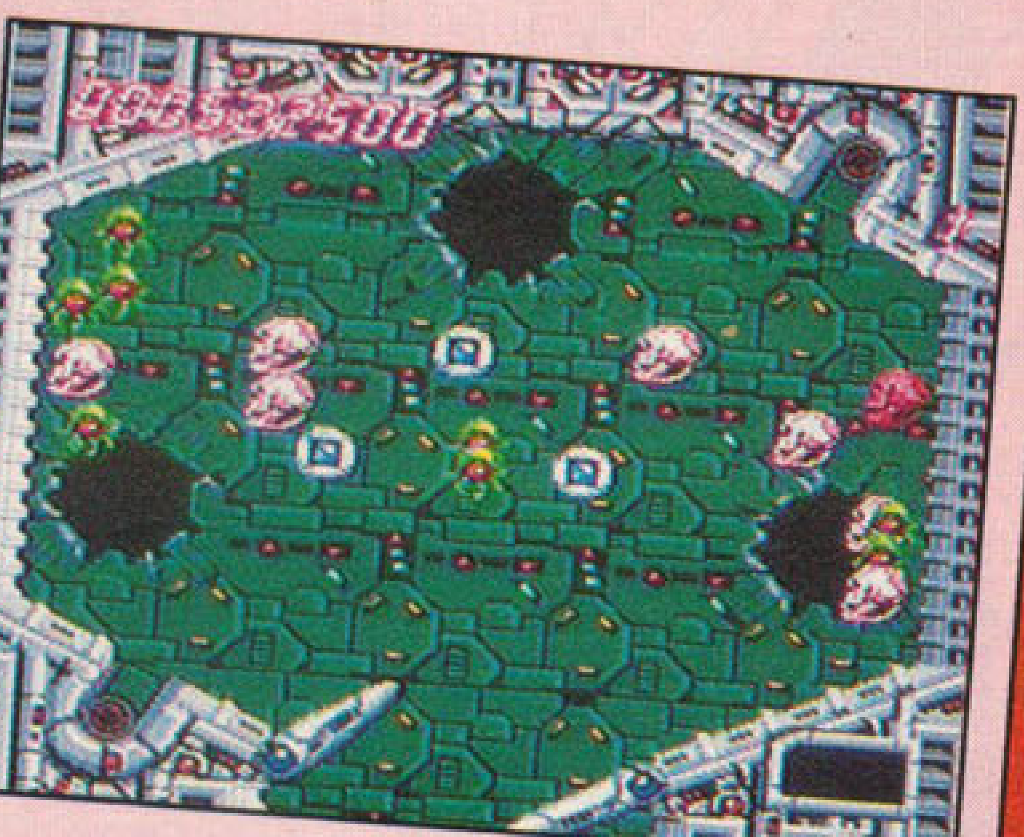
City__________ State_____ Zip_____

* Offer expires 8/30/90. While supplies last. Void where prohibited. One coupon per customer. Actual redeemable value of this coupon is 1¢. Void if not complete. Not transferable. ©1990 SETA U.S.A., Inc. QBILLION™ is a registered trademark of SETA U.S.A., Inc.

TURBOGRAFX-16

TIPS·TACTICS HOT PASSWORDS

Alien Crush



Get An Extra Ball

If you're in the bonus round with the skulls and green aliens, kill all of the green aliens and skulls except for one skull. Do not hit this skull! Try to keep you ball up for about twenty seconds without hitting it. If you do this, a pterodactyl-like creature appears. Hit the pterodactyl-like creature and it explodes. By doing this, after you clear the board, you'll receive a perfect score of one million points and an extra ball!

Alien Crush

Check Out the Score

If you're trying to beat your friend's high score and you want to see the high scoreboard while still in play do the following:

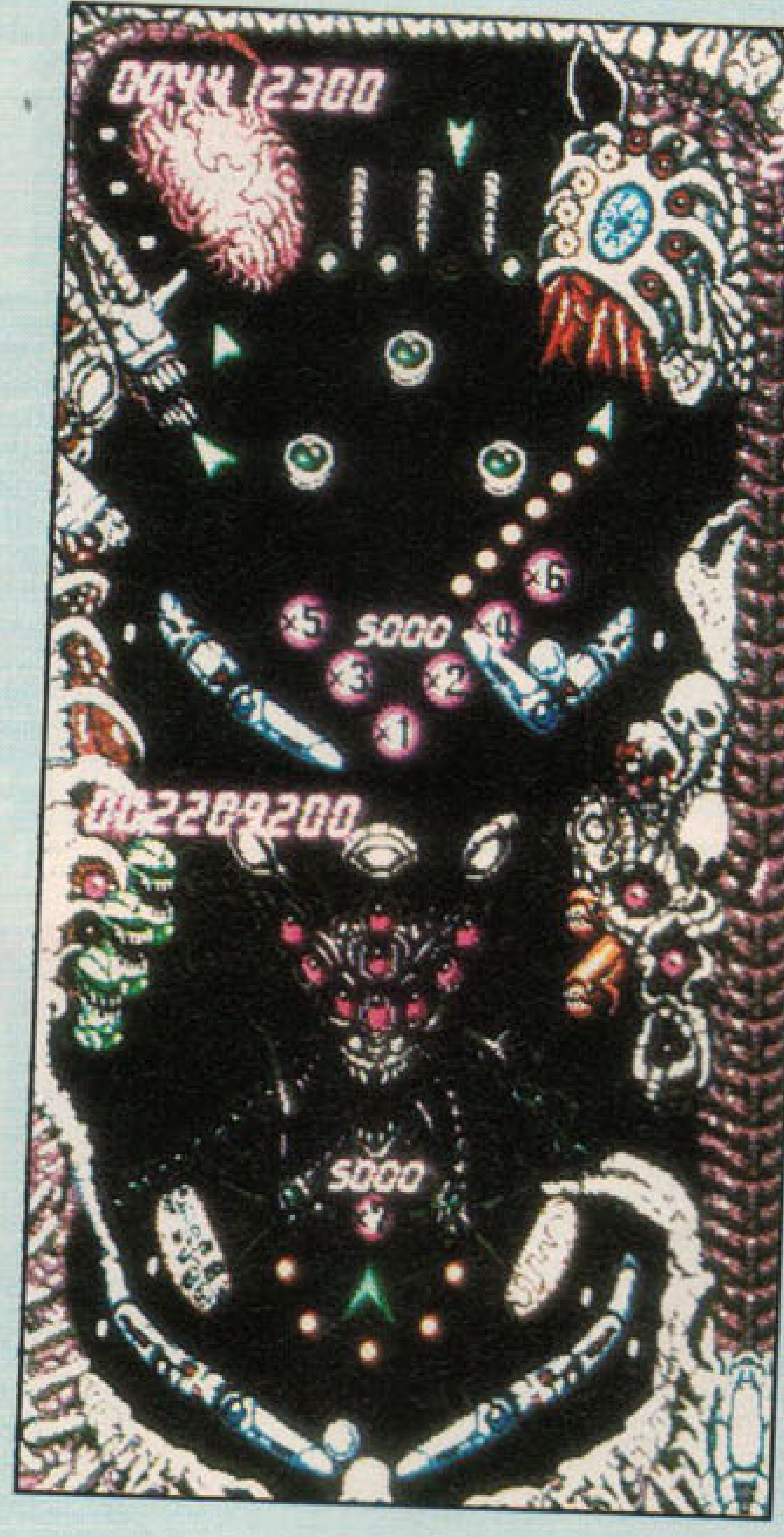
Pause the game;
Then press Select;
Press it again to return to the paused game.

Alien Crush

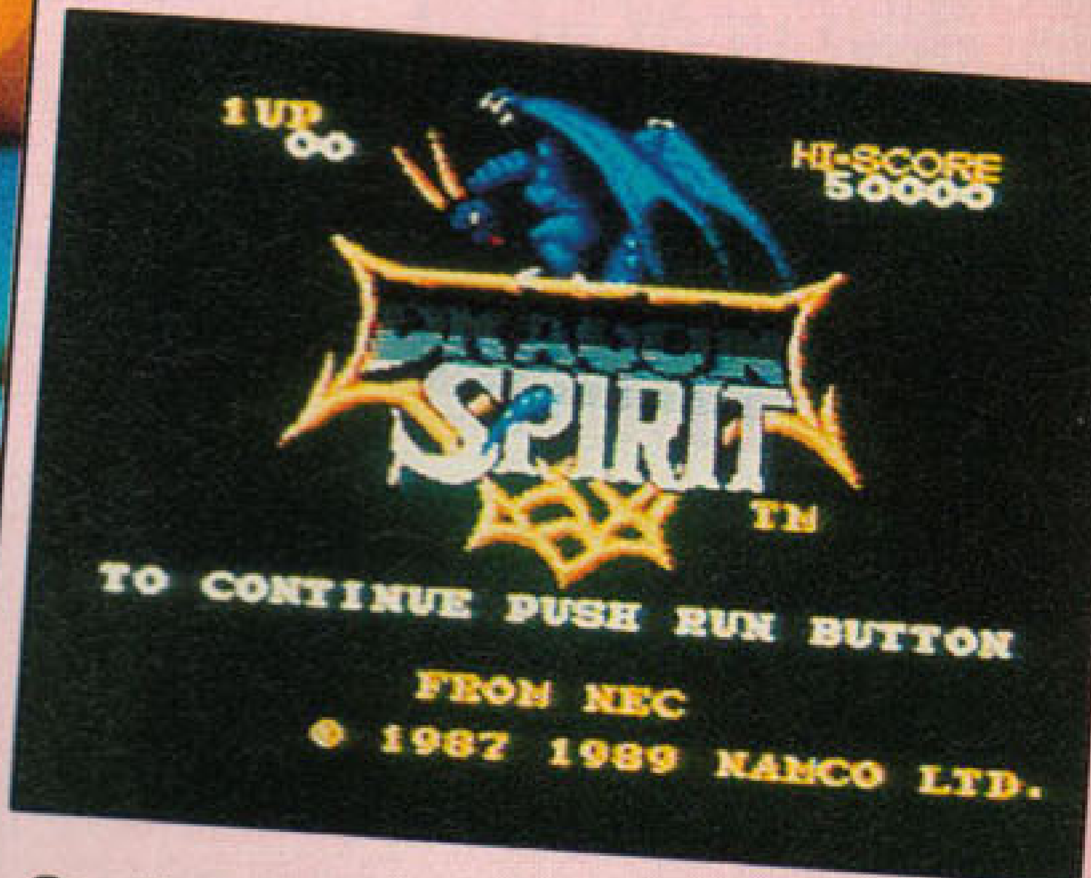
Extra Balls

To get extra balls in the upper screen of Alien Crush, shoot your ball to wherever the green and yellow arrows are pointing. By doing this you'll light up the bonus counter. Everytime you fill up the bonus counter it lights up a yellow lamp below the bonus counter. When you have lit up all of the lamps on the bonus counter and the yellow lamps below it, light up all of the upper gate lamps to open the Dead Bones Lock 3. Shoot the ball into Lock 3 to receive an extra ball!

To get extra balls on the lower screen bounce your ball off of the scorpion bumpers. Doing this lights up your bonus counter. When you light up all of the bonus lamps, the yellow bonus lamps below it light up. When you've lit all of the lamps on the bonus counter and the yellow lamps below it, hit all six alien targets to open the Mouth Trap. Shoot the ball into the Mouth Trap to receive an extra ball.



Dragon Spirit



Continue

On the title screen make sure both turbo switches are down and press Buttons I and II at the same time. The easiest way to do this is to hold down one button then press the other one. You should hear a "clink" sound. Now when the game ends, instead of "To Start Press Run", the title screen will read, "To Continue Press Run." You will be able to continue your game up to two times from the beginning of the area you were on.

Blazing Lasers

Get Over 15 Multibodies!

On the title screen, enter the sound test mode by alternating Left and Right rapidly on the controller while holding Select. Once in this mode press Button I, then II, and then Select over 30 times until you see the robot or graphics appear. Select Sound 83 and press Run. While playing grab all of the pink gels you can. At the end of the level no boss will appear!

Blazing Lasers

Difficulty Select

Put Buttons I and II on top turbo speed and hold them and the Select button siumultaneously. Now you can choose from "Normal Dog" or "Hard Human" game settings. Put the turbo on the lowest settings for Button I and II and hold the Select simultaneously and you can choose from "Super Mania" and "God of the Game" settings. After you have selected your mode use the Start and Select buttons to reset the game.

Galaga 90

SCORE
0
HISCORE
50000
SELECT MODE
SINGLE
2
REMAIN
DUAL
1
REMAIN

PLEASE SELECT YOUR SHIP
WITH THE DIRECTION KEY
PUSH RUN TO START

Extra Weapons

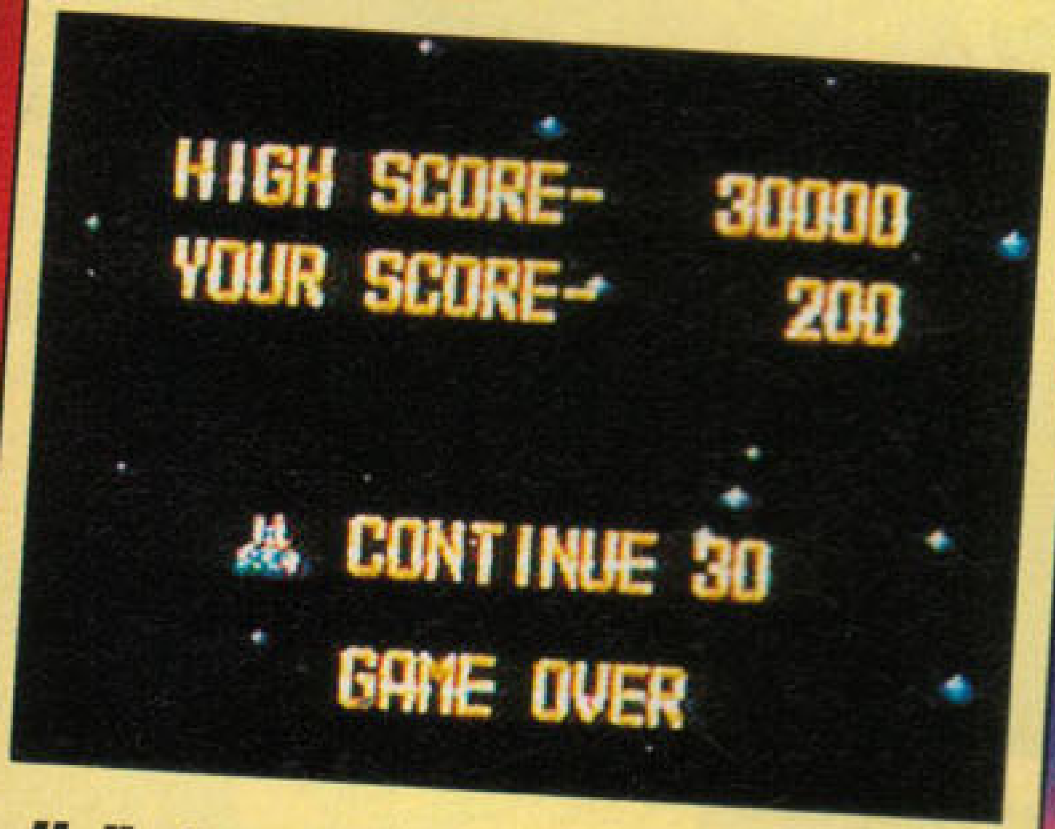
To get special extra weapons in Galaga 90' hold the controller Up and press Run simultaneously when you start the game. You'll know the trick is activated because the capsule above your ship that is normally blue will be red! At the beginning of each stage shoot the last enemy as he is descending towards your ship. He'll drop a barrel that gives you either an extra ship, a speed up, or extra fire power.

Blazing Lasers

Get 16 Lives and 36 Bombs!

To snag 16 lives and 36 bombs, head to the triangular enemy boss at the end of the First Level. Be sure to get there with lots of shield! Avoid this ship until it chickens out and leaves. In addition to the 16 ships and 36 bombs, you'll also double your current point total!

Blazing Lasers

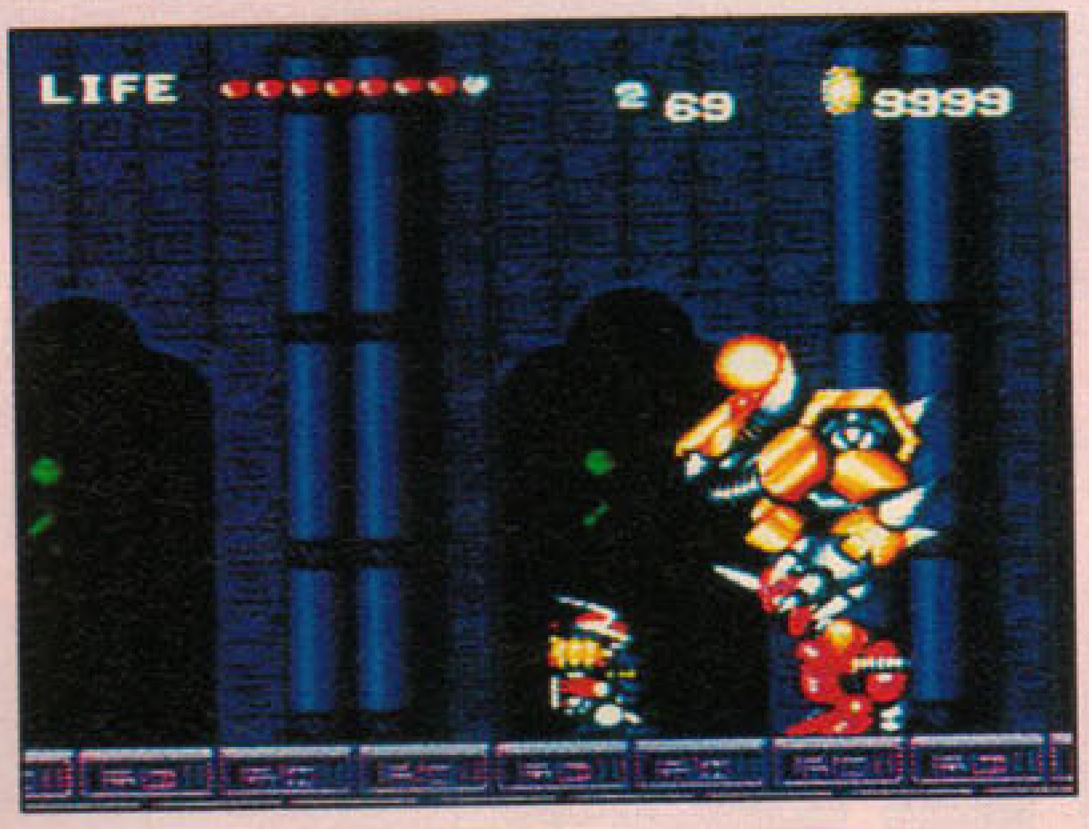


Unlimited Continues

When the title screen appears press Select and then Run, and continue to hold both buttons down until the game starts. When your first game is over you'll discover that you have 30 continues. Now instead of pressing Run right away press Select two times, moving the indicator to Game Over and then back to Continue. Now press Select and then Run, and continue to hold them both down until the game starts. You now have unlimited continues! The number of continues will always read 30.

Keith Courage

Beat the Titan Boss



Here is the quickest way to dispose of the Titan Warrior, the Big Boss of BAD. You don't need any Bolt Bombs, just the Alpha Sword.

The object is not to allow Titan to separate into his two components. When you are near the entrance of his lair, you'll confront Baron Chairman and Stitch – the last two bad guys you'll have to defeat before the Big Boss himself. After defeating them, go right and jump into the hole. Go to the left until you reach the end of the plain you're standing on. Gently ease Keith to the left, letting him land to the cliff or a piece of land. To the extreme left there is another piece of land separated from you by a hole (this hole is the gate of Titan's lair). Jump to the piece of land in the left. Then run to the right, letting Keith fall diagonally to the right. Keith will land in front of Titan Warrior. Surprisingly he won't move a bit or throw a fireball at you. Continuously strike him with the alpha sword while jumping up. In no time he'll blow into smithereens.

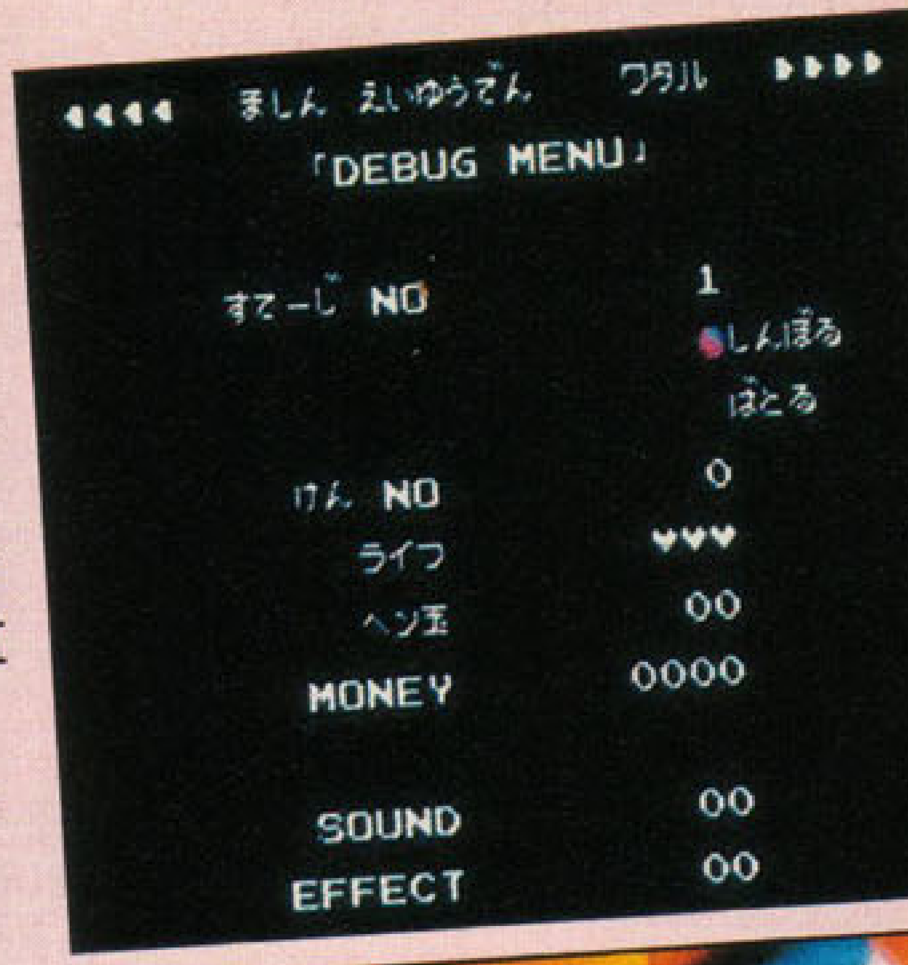
TURBOGRAFX-16

TIPS·TACTICS HOT PASSWORDS

Keith Courage in Alpha Zones

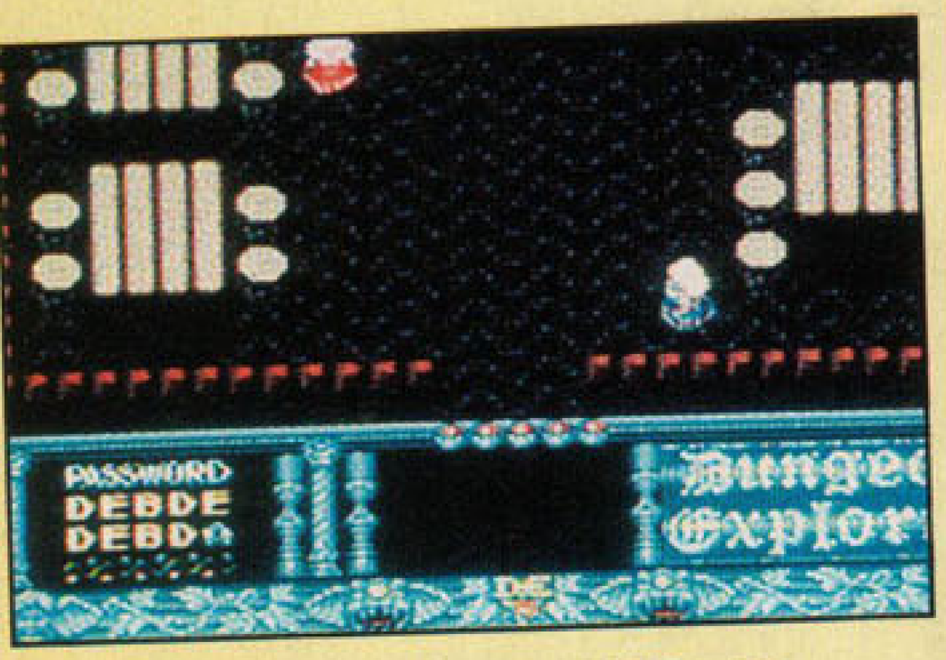
The Super Screen!

Here's how to get to the screen that lets you select your level, your power, your weapon strength, and more! Here's what to do: Turn the power on, and push Run and Select to reset the game. Next push Button 1, Button 2, Run and Select simultaneously. Start appears again. While still holding all the buttons, push Up eight times.



```
◀◀◀◀  ましん えいゆうでん   ワタル  ▶▶▶▶
           「DEBUG MENU」

     すてーじ NO            1
                          ●しんぼる
                           ばとる

       けん NO              0
         ライフ            ♥♥♥
         ヘソ玉             00
       MONEY              0000

       SOUND                00
      EFFECT                00
```

Dungeon Explorers


PASSWORD
DEBDE
DEBDA
Dungeo
Explor

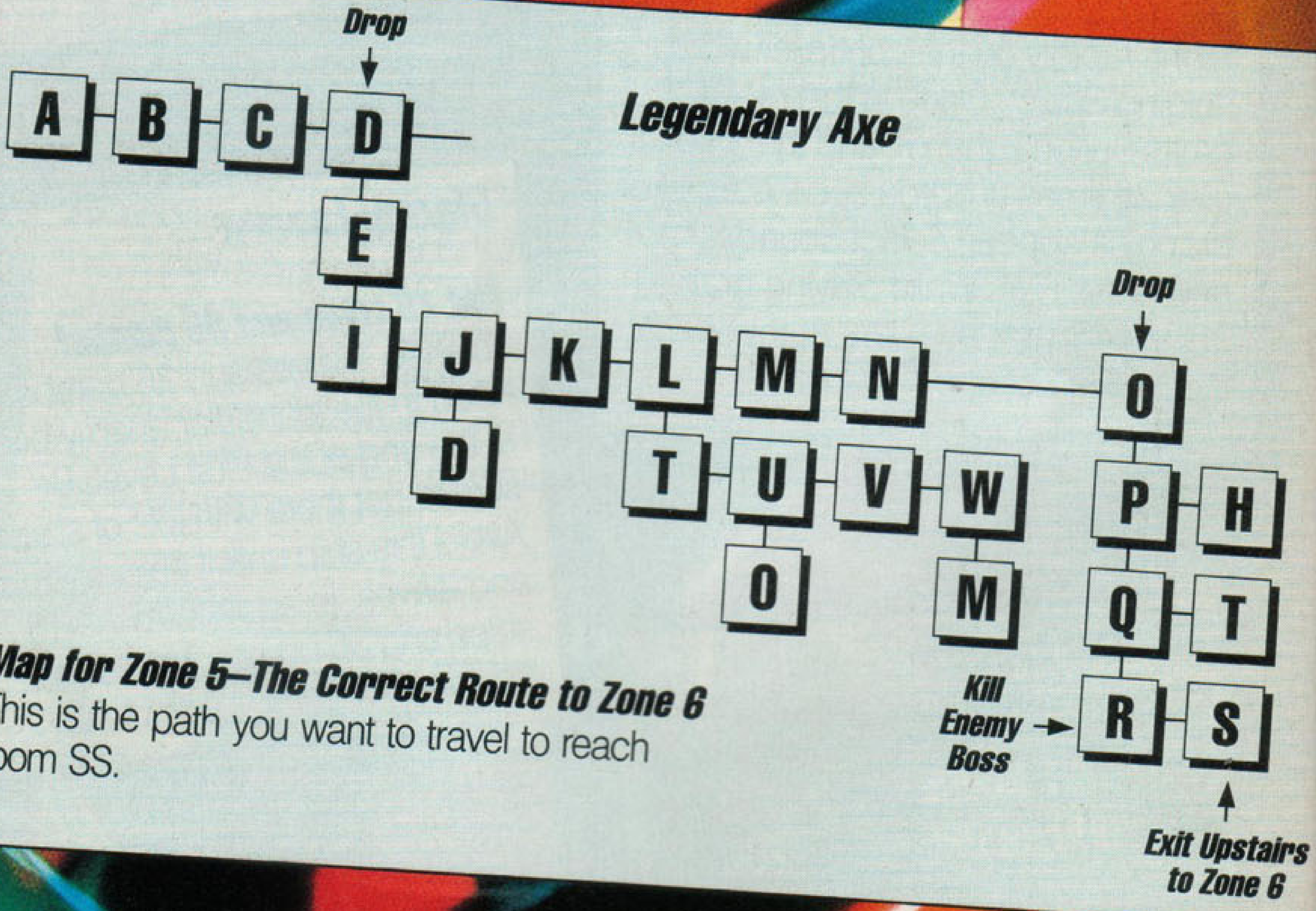
Password to Invincibility!!

To become invincible type in the password:

DEBDE
DEBDA

Then, press Run and Button I simultaneously. The screen reads password error. Now press Button II and choose your character!

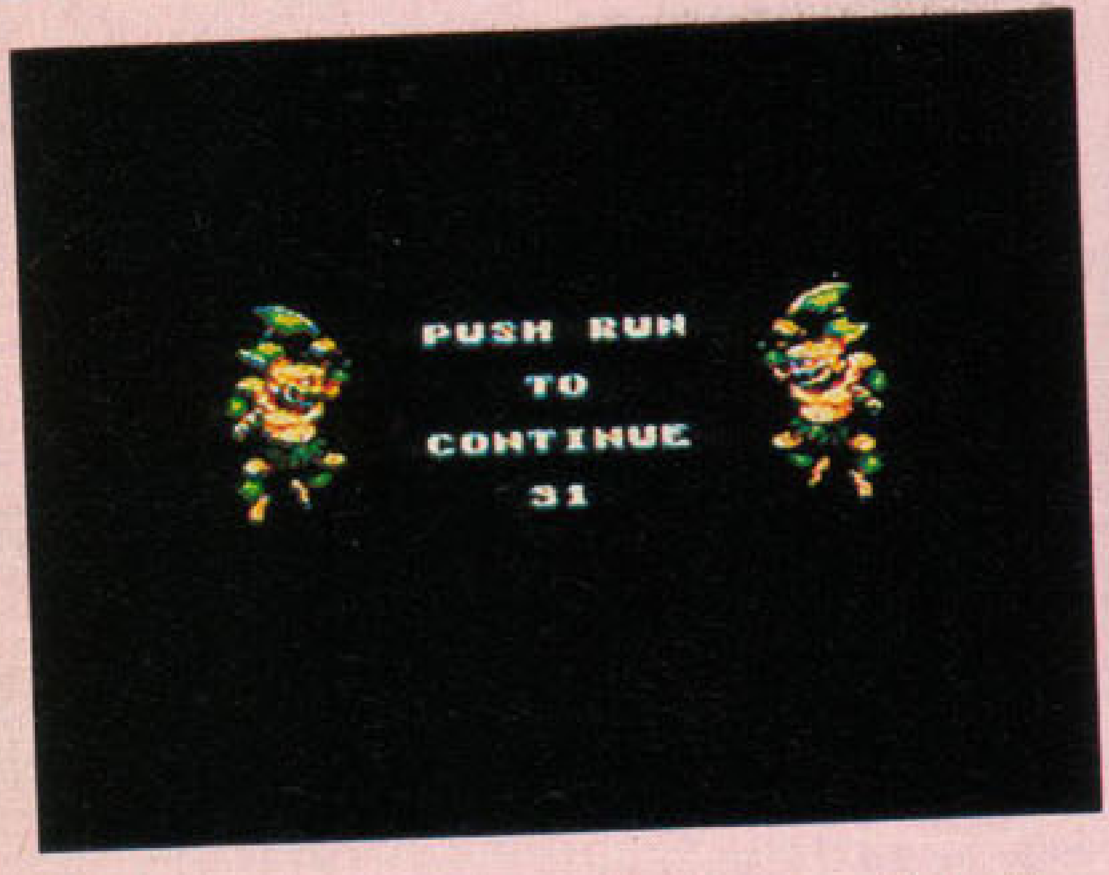
Legendary Axe


Drop
A
B
C
D
E
I
J
K
L
M
N
Drop
O
D
T
U
V
W
P
H
O
M
Q
T
Kill Enemy Boss
R
S
Exit Upstairs to Zone 6

Map for Zone 5—The Correct Route to Zone 6
This is the path you want to travel to reach room SS.

Legendary Axe

Extra Continues


PUSH RUN
TO
CONTINUE
31

When the screen says "Game Over", hold down Button I and Select while pushing the control pad Left as many times as you can.

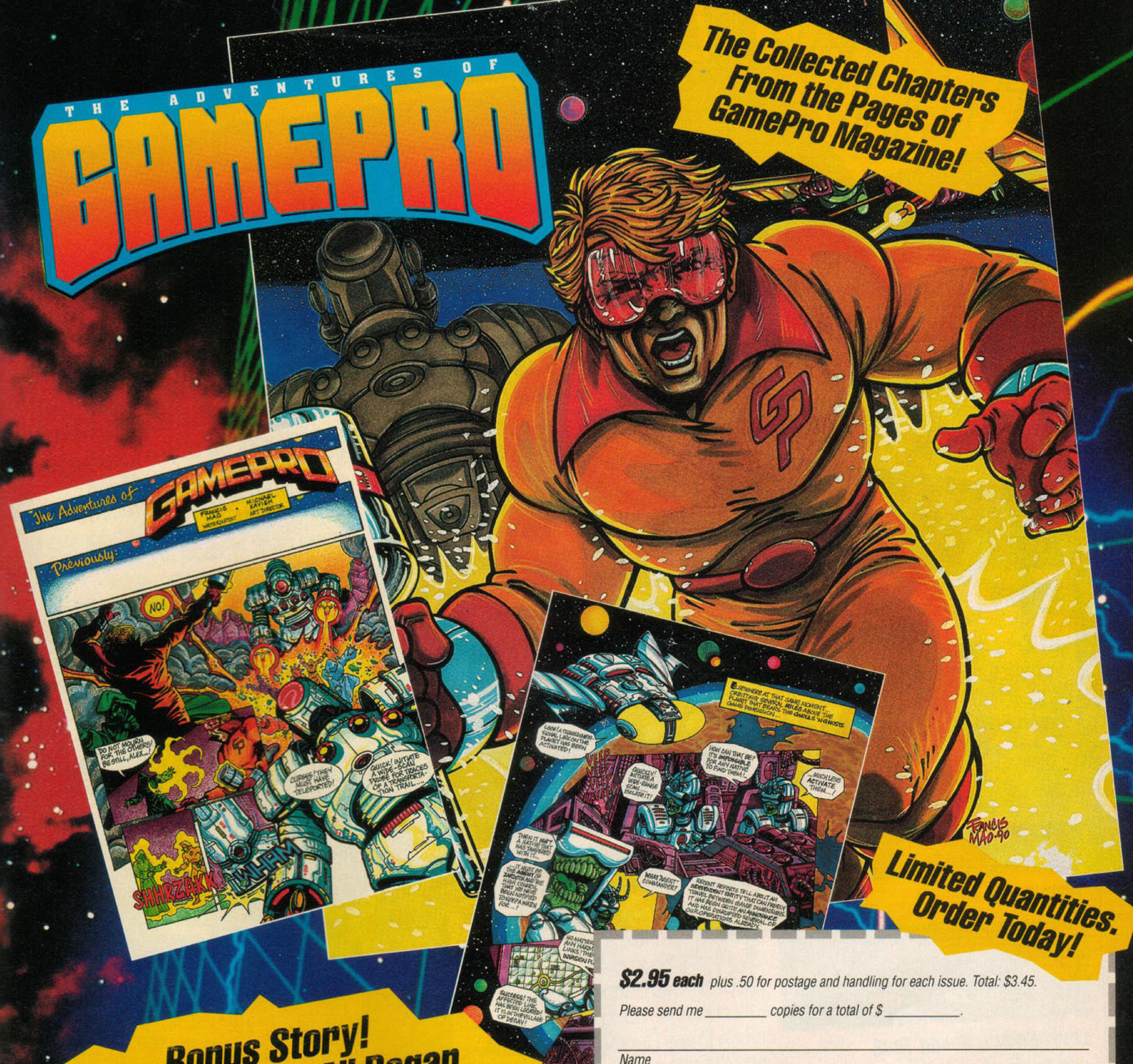
Military Madness

MILITARY MADNESS™
FROM NEC
© 1989 HUDSON SOFT

Passwords

1. Revolt
2. Icarus
3. Cyrano
4. Ramsey
5. Newton
6. Senec
7. Sabine
8. Aratus
9. Galios
10. Darwin
11. Pascal
12. Halley
13. Borman
14. Appolo
15. Kaiser
16. Nector
17. Milton
18. Iragan
19. Liptus
20. Inakka
21. Tetros
22. Arbine
23. Rectos
24. Yeanta
25. Monoga
26. Attay
27. Deshta
28. Nekoe
29. Eratin
30. Soleis
31. Sagie
32. Winner

Blast Your Way Through the Video Dimension With This Collector's Edition Comic Book!


THE ADVENTURES OF GAMEPRO
The Collected Chapters From the Pages of GamePro Magazine!
The Adventures of GAMEPRO
FRANCIS MAO WRITER/ARTIST • MICHAEL KAVISH ART DIRECTOR
Previously:
NO!
DO NOT MOURN FOR THE OTHERS! BE STILL, ALEX...!
CURSES! THEY MUST HAVE TELEPORTED!
QUICK! INITIATE A WIDE-SCAN PROBE FOR TRACES OF A TRANSPORTATION TRAIL...
SHHRZAKK
WHAM
ELSEWHERE AT THAT SAME MOMENT... ORBITING SEVERAL MILES ABOVE THE PLANET THAT BEARS THE GHOULS 'N GHOSTS GAME DIMENSION...
LOOK! A TRANSDIMENSIONAL LINK ON THE PLANET HAS BEEN ACTIVATED!
HOW CAN THAT BE? IT'S IMPOSSIBLE FOR ANY NATIVE TO FIND THEM...!
QUICKLY! INITIATE A WIDE-RANGE SCAN... ISOLATE IT!
...MUCH LESS ACTIVATE THEM...!
THEN IT ISN'T A NATIVE THAT HAS TAMPERED WITH IT...
WHAT "AGENT" COMMANDER?
SUCCESS! THE AFFECTED LINK HAS BEEN LOCATED! IT IS IN THE VILLAGE OF DEBAY!
FRANCIS MAO '90
Limited Quantities. Order Today!
Bonus Story! Find Out How it All Began. Available Only in This Edition!
60 Action Packed Full Color Pages!

$2.95 each plus .50 for postage and handling for each issue. Total: $3.45.

Please send me ________ copies for a total of $ ___________.

Name		
Address		
City	State	Zip
Credit Card No. (VISA/Master Card only)	Exp. Date	
Name on Card	Signature	

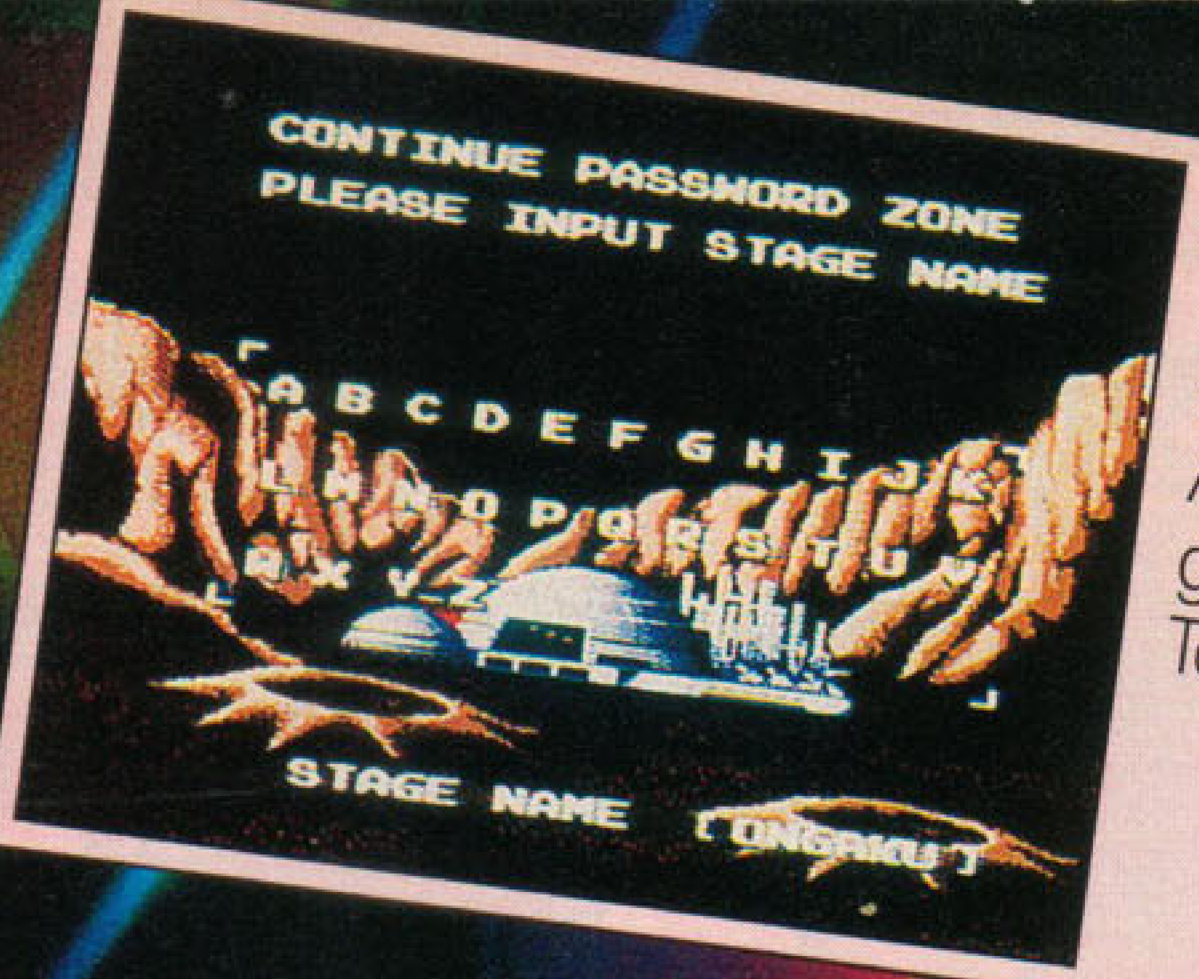
Place your check or money order, payable to GAMEPRO, in an envelope and mail to:

GAMEPRO Magazine, Comic Edition, 80 Elm St., Peterborough, NH 03458

No cash please. Offer valid in USA. For Canada add $1.00 per issue. Foreign orders add $2.00 per issue payable in US funds only. Allow 6-8 weeks.

SW0990

TURBOGRAFX-16
TIPS·TACTICS HOT PASSWORDS


CONTINUE PASSWORD ZONE
PLEASE INPUT STAGE NAME

STAGE NAME [ONGAKU]

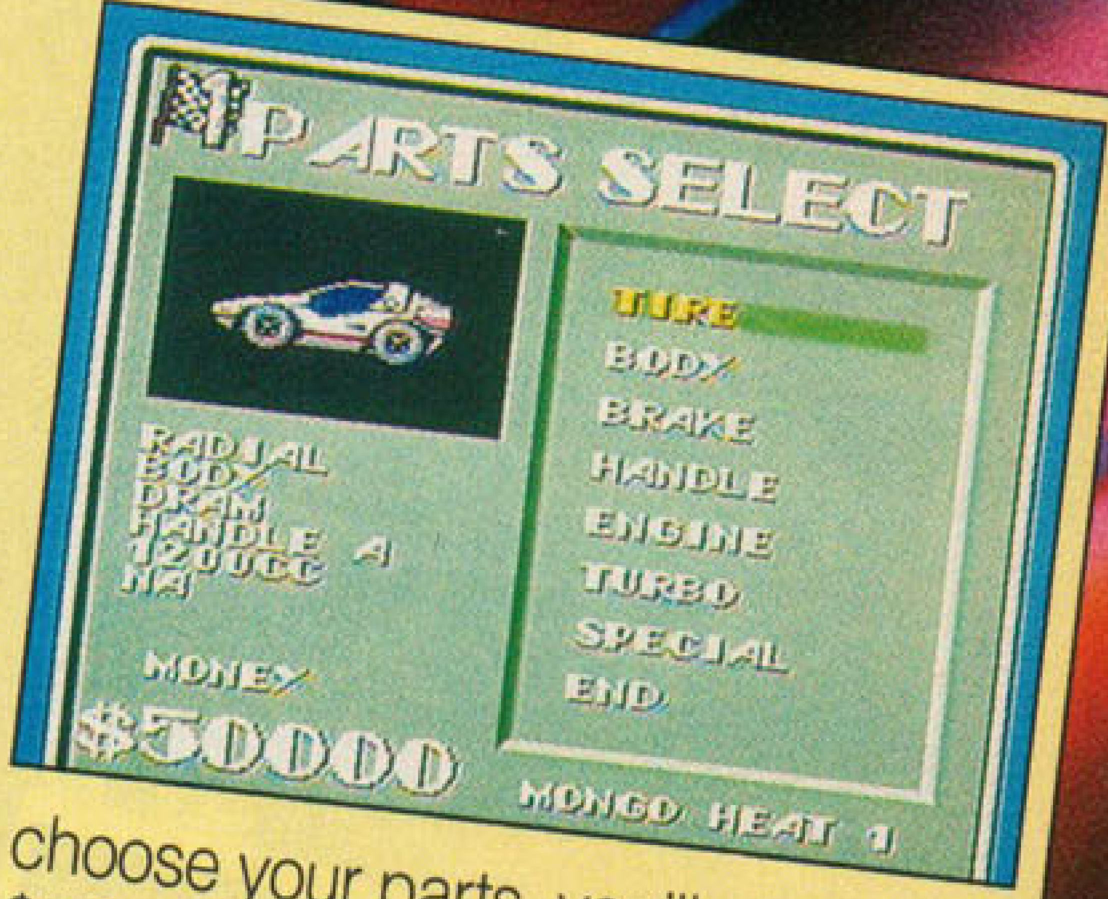
Military Madness

Sound Test

At the password screen enter "Ongaku" to get to the Sound Test mode.

Moto Roader

Get $50,000!


PARTS SELECT

TIRE
BODY
BRAKE
HANDLE
ENGINE
TURBO
SPECIAL
END

RADIAL
BODY
DRAM
HANDLE A
1200CC
NA

MONEY
$50000

MONGO HEAT 1

When you enter the Course Selection Screen, hold the Select button down and push the Control Pad to the Right. This activates the "time" option. At the end of the race the time of the winner is shown. Pushing the pad to the Left activates the "slip" option. This option makes your car slip and slide even with the best tires and brakes. Pushing the Select with Button 2 activates the "Rich" option. When it's time to choose your parts, you'll start with $50,000 instead of only $5,000. The computer cars also receive $50,000, but they will still choose cheap parts instead of the better expensive ones!

Moto Roader

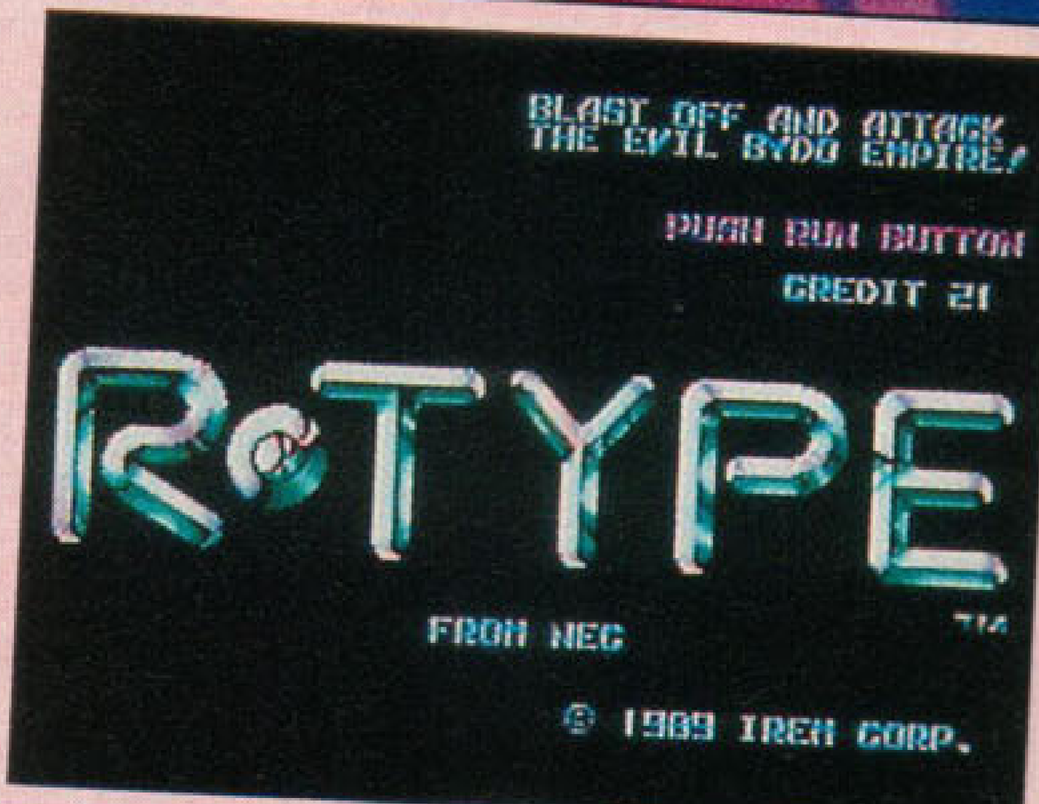
Change the Music!

While racing Pause the game, then press and hold the Select button. While holding Select tap the A or B Button to change the music!

R-Type

21 Credits

Put the turbo switch to its max on Button I, turn on the game, hold down Select and Button I and your credits will start to rise. When you get to 21 continues press Run to start the game.


BLAST OFF AND ATTACK
THE EVIL BYDO EMPIRE!

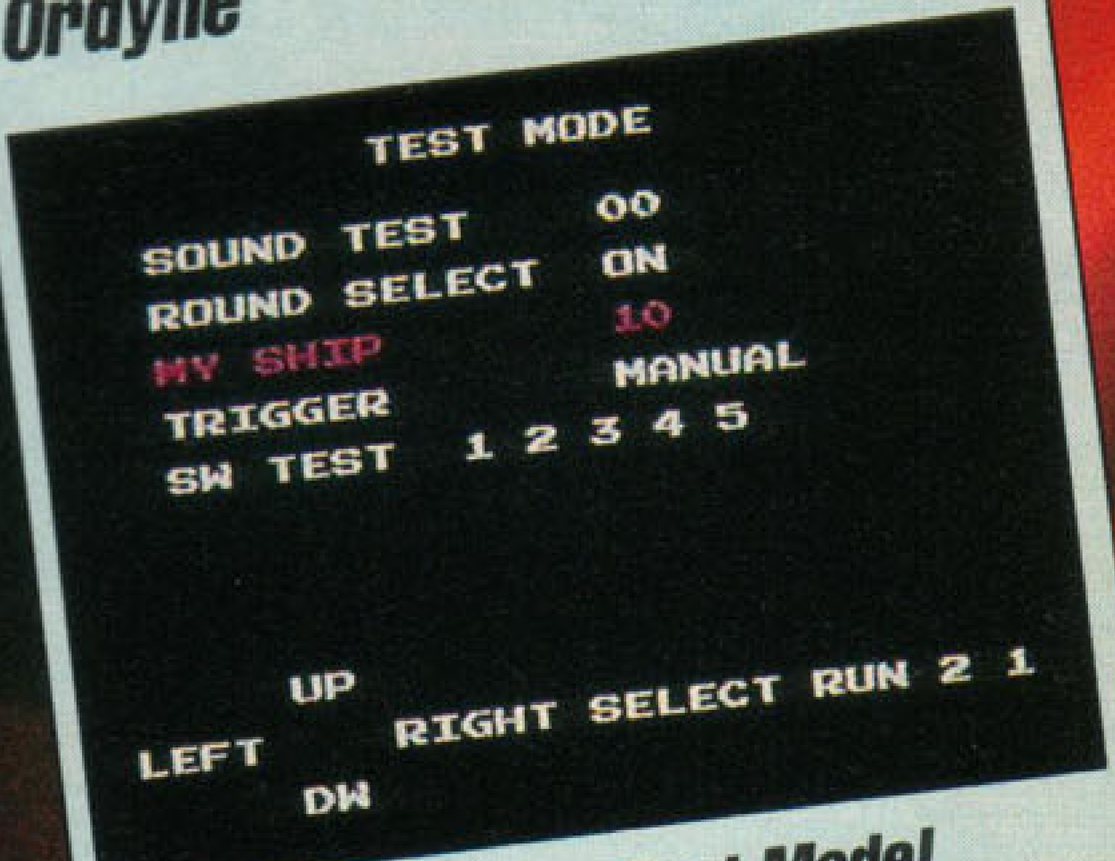
PUSH RUN BUTTON
CREDIT 21

R·TYPE

FROM NEC TM

© 1989 IREM CORP.

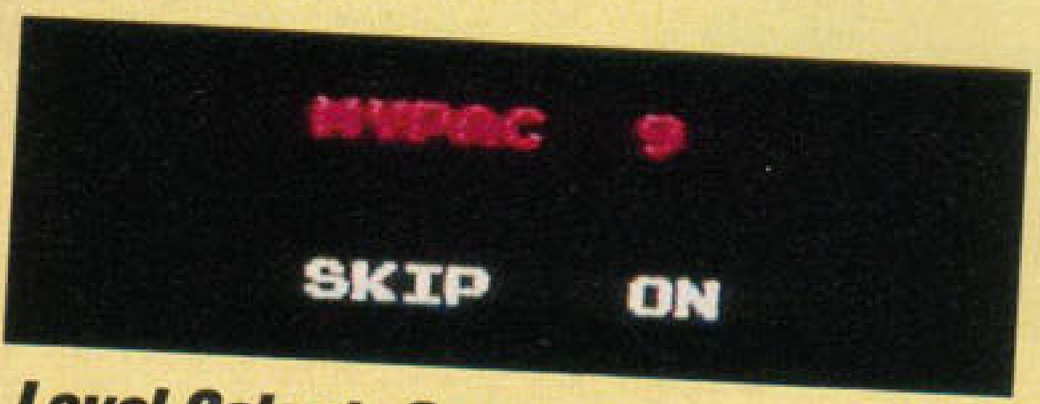
Ordyne


```
        TEST MODE

SOUND TEST      00
ROUND SELECT    ON
MY SHIP         10
TRIGGER         MANUAL
SW TEST   1 2 3 4 5


     UP
LEFT      RIGHT SELECT RUN 2 1
     DW
```

Enter the Secret Test Mode!

To get into the Secret Test Mode do the following: During the title screen hold Run, then press Select Six times, and release. Hold Buttons I and II and Upper Left on your Turbo Pad simultaneously and press Run. This mode contains a sound test, round select, number of ships, autofire, and more. To move the selector down press Select and Run together.

Pac-Land


MYPAC 9

SKIP ON

Level Select, Sound Test, and Extra Lives!

Hold down Buttons I and II, then press Run. You'll see a giant Pac-Man on the screen. Continue to press Buttons I and II and press Run again. You're now in the Game Options screen. Here you can select the number of lives you want, or put the skip to the On position so you can begin at higher than Trip 5. Next, press Run again and you'll be in the Sound Test Mode. Press Buttons I and II to select different music and sound effects. Press Run again and you'll see the title screen. Press Run one more time and you'll see the word Skip 1 on the screen. Now, press Buttons I and II until you find the level you want to start on, and then press Run. If you beat Round 32 you'll see the first game ending, and then begin on the second quest where the game is much more difficult.

Subscribe to GamePro! The Premiere Video Game Magazine.

- ★ Your magazine for Nintendo, Sega, Atari, TurboGrafx, Genesis, and GameBoy.
- ★ Tons of tips, strategies, and secret moves to help you beat your best.
- ★ In-depth reviews on new and pre-released games to keep you in the know.
- ★ Reviews of the hottest games from overseas.
- ★ The latest info on cutting-edge technology.
- ★ The Adventures of GamePro–follow our comic hero through the Video Dimension!
- ★ An exciting, dynamic look that will knock your socks off!

12 Issues Only $19.97.

Over 56% off the cover price.

Name

Address

City State Zip

Age Game System(s)

Credit Card No. (VISA/Master Card only) Exp. Date

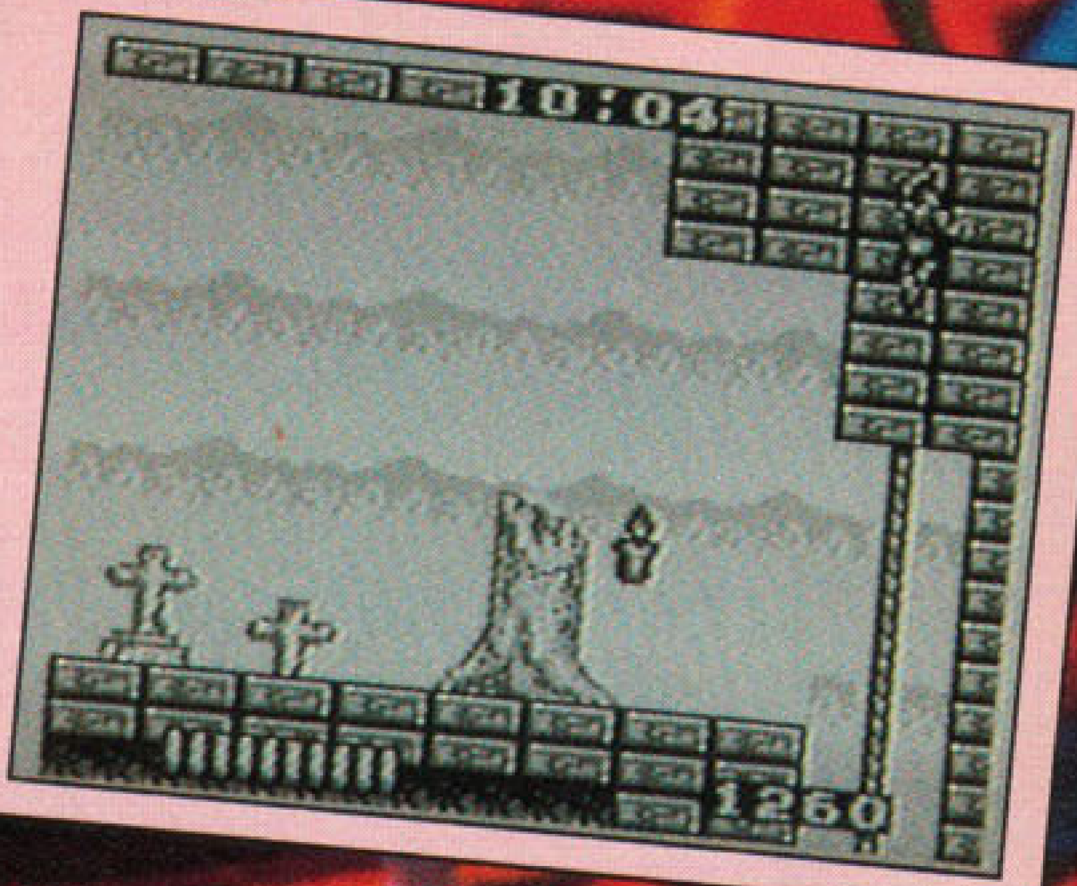
Name on Card Signature

Place your check or money order, payable to GAMEPRO, in an envelope and mail to:
GAMEPRO Magazine, Circulations, P.O. Box 2096, Knoxville, IA 50197-2096
No cash please. Offer valid in USA. For Canada add $10.00. Allow 6-8 weeks. 7091SW

NINTENDO • SEGA • TURBOGRAFX • GENESIS • GA
GAMEP
January 1990
An IDG Communications Publication
Cutting Edge Action!
Check Out The New TurboGrafx CD Player
Blast Out The New Year With Hot New Hits!
Double Dragon II
SpellCaster
Golden Axe
Dungeon Explorers
Tips, Tips, & More Tips!
A Classic!
Relive The Awesome
Dragon
NINTENDO • SEGA • TURBOGRAFX • GENESIS • GAMEBOY •
GAMEPRO
December 1989
An IDG Communications Publication
Incredible! Amazing!
Blow Your Mind on Our Holiday Issue!
28 Pages of New Games You've Just Gotta Have
Rolling Thunder
Dynamite Dux
The Last Battle
Alien Crush
Tips & Tactics
Sharpen Your Skills With These Wild Moves!
Free Poster!
See Page 4
$3.95 Canada $4.95
Exclusive!

GAME BOY
TIPS·TACTICS HOT PASSWORDS

Castlevania: The Adventure



Secret Room

Go to the fifth rope on Stage One. Once on it, climb up through the bricks. After climbing out of the screen, you'll find yourself in a bonus room containing four helpful items.

QBillion

Passwords!

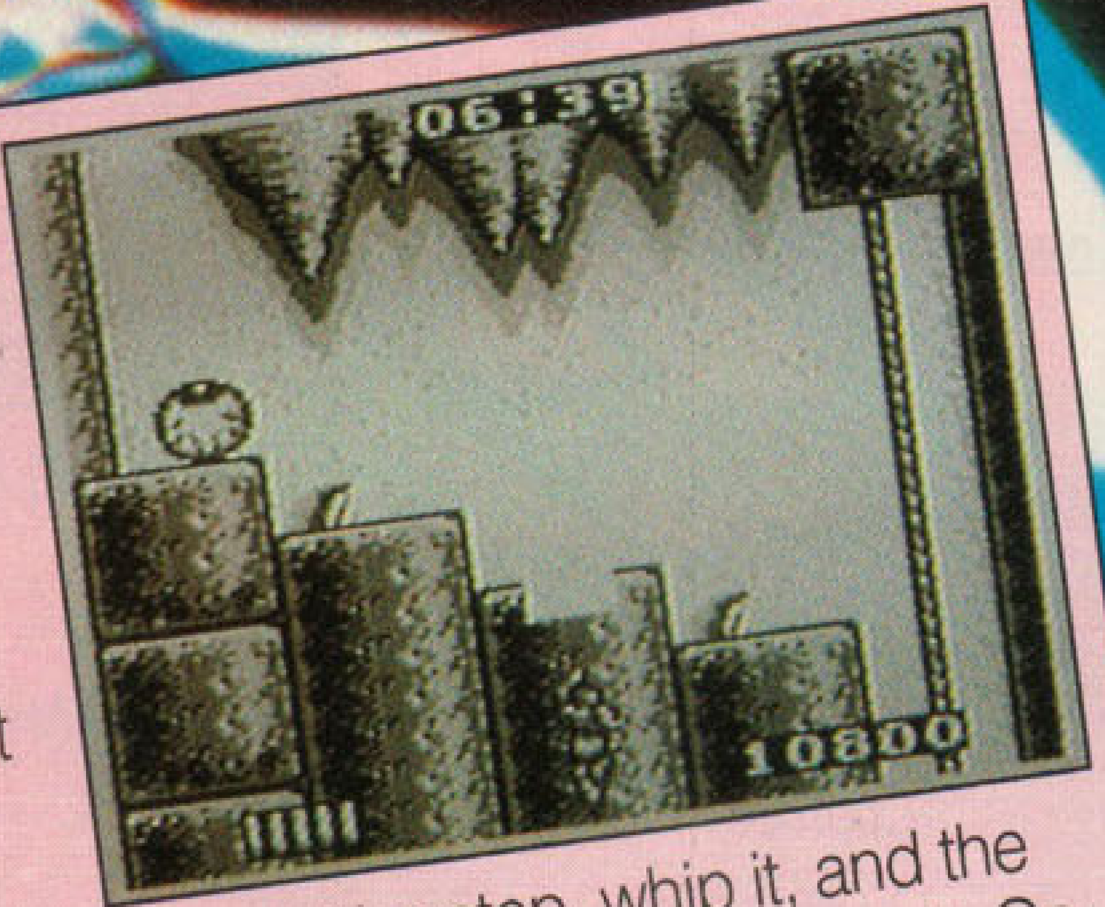
The first three passwords are WALL, IDEA, and NOON.

Super Mario Land

Hidden Elevator

To find the secret elevator proceed to the ledge in World 1-3 with the Gao just to the right of it. Kill the Gao and break the third block twice without moving it. An elevators appears. Climb on top of it and ride it to the top. Find the tube and go down it.

Castlevania: The Adventure



Secret Strategies

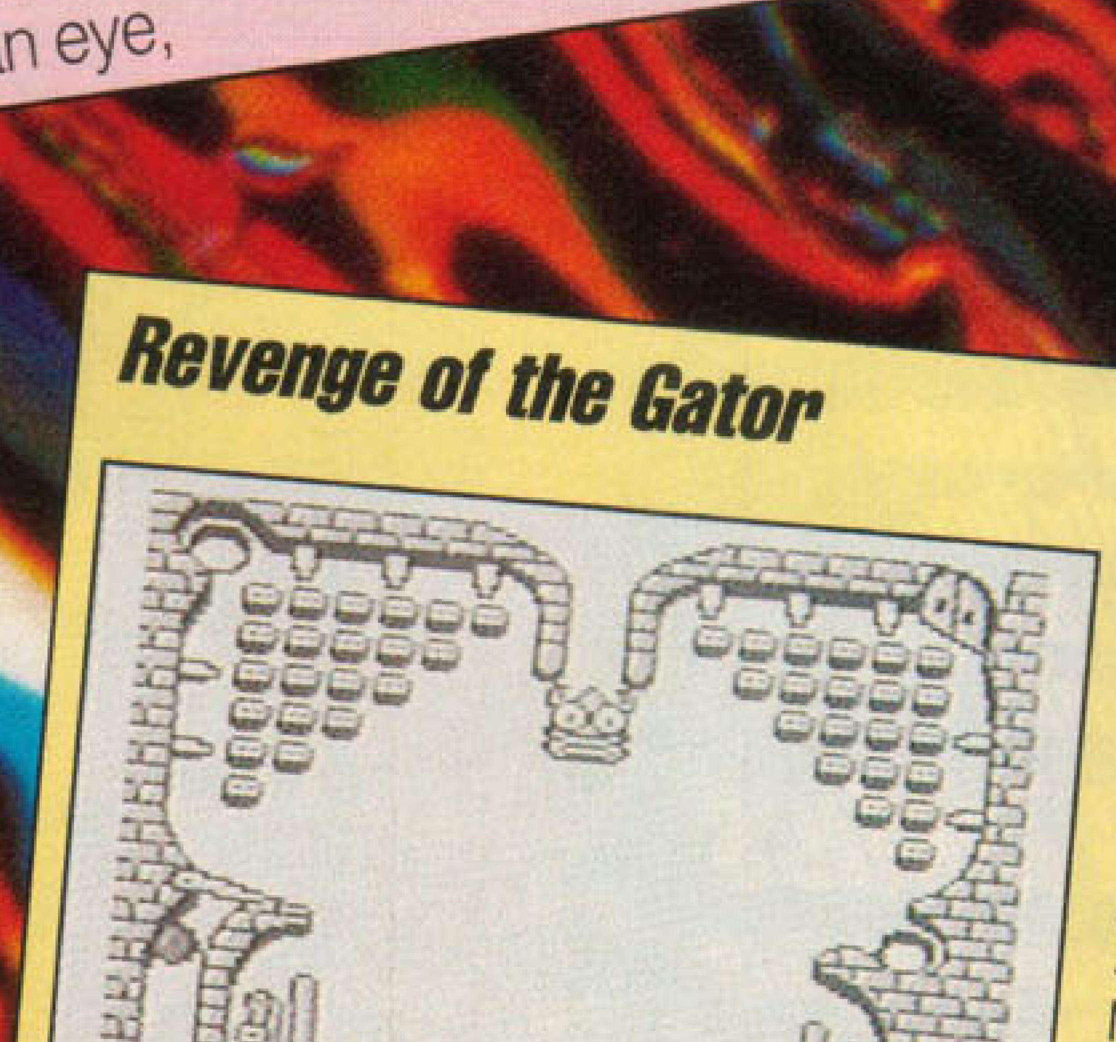
In Area Two, after going down the rope and past the bridge with the rolling eyes, you come to an area with three falling blocks and two ropes. Get the candle at the far left by getting as far as you can off of the ledge. The candle is a 1-Up! Then go down the right rope to the next screen. Get the two candles to become invincible (you'll need it!) and then go down the left rope to the steps on the next screen. Go to the very edge of the third step and bend Simon down. Wait for an eye, let it hit the step, whip it, and the explosion blows open a shaft. Go down the invisible rope and whip all of the candles for a 1-Up, a full power up, a coin, and a crystal!

QBillion

Strategies!

1. The "1" level blocks are valuable! Always hold "1"'s in reserve and don't allow them to get caught against other blocks or on the sides.
2. Watch out for second level blocks forming a square. Never push four second level blocks together in a square.
3. Erase a square of two kinds of symbol blocks lying diagonally as soon as possible.

Revenge of the Gator



Getting Into the Secret Round is No Problem

When you get the door that leads to the upper screen to disappear but you shoot your pinball and it's almost going to make it but not quite try the following: Press Pause and the flap closes, making sure your ball is safely inside.

VIDEO

MAVEN DISTRIBUTING

MasterCard

CALL TOLL FREE **800-647-2045**
ANYWHERE IN U.S.

VISA

THE MIDWEST'S GAME & ELECTRONICS DISTRIBUTOR

★ Call Now
★ Thousands of Game Cartridges in Stock
★ Gameboy™
★ Nintendo™
★ Sega / Genesis™
★ Wireless Joy Sticks
★ Accessories
★ Hand-Held Games
★ Fast and Friendly Service
★ Newest Releases & Hard-To-Find Classics
★ If You Don't See it... Ask for it
★ All Your Favorite Games
★ Action Sets by Nintendo™
★ Game Cleaning Systems
★ Rock Bottom Pricing

SOFEL
SEGA GENESIS
TAITO
KEMCO▲SEIKA
TECMO®
TRADEWEST
SETA
VIC TOKAI
DATA EAST
Nintendo ENTERTAINMENT SYSTEM®
KOEI
CAPCOM USA
BANDAI
HOT·B
LJN TOYS LTD.®
KONAMI
Sammy
TAXAN Consumer Division
HUDSON GROUP HUDSON SOFT®
CULTURE BRAIN™
ROMSTAR®
HI TECH EXPRESSIONS At The Heart of Family Fun
JALECO™
ULTRA™ GAMES
HAL™ HAL AMERICA INC. The Fanatic Specialists
NEXOFT™
BULLET-PROOF SOFTWARE™
MINDSCAPE INC
NAKI INDUSTRIES
FCI
Acclaim™ entertainment, inc.
SNK
SUNSOFT®

NINTENDO, NINTENDO ENTERTAINMENT SYSTEM, AND GAME BOY ARE TRADEMARKS OF NINTENDO OF AMERICA, INC.
SEGA AND SEGA/GENESIS ARE TRADEMARKS OF SEGA OF AMERICA.

★ VCR'S, Camcorders, Big Screen TV's, Fax Machines
★ Televisions, Compact Disc Players, Blank Audio Tape
★ Video Tape for VHS, BETA, 8mm & C-Size
★ Tripods, Lights & Wireless Microphones

SONY
JVC
RICOH
Technics
BELL® Phones BY NORTHWESTERN BELL PHONES
MAGNAVOX
Panasonic·Industrial
MINOLTA
NADY
Canon
PRO·TECH
MURATA
TOSHIBA
FUJI
Scotch™

FAX NUMBER: (708) 827-3568
MAVEN VIDEO • 1575 ELLINWOOD • DES PLAINES, IL. 60016

ENTER THE WORLD OF SWORDS & SERPENTS

Come with us deep into the Serpent's dungeon... Many have gone before you; few have returned. And none have defeated the evil Serpent that has brought terror to your village for centuries.

Take courage; you won't be alone. In this masterful role-playing game, you create an unlikely band of adventurers - a thief, a wizard, a mystic and a warrior - each with special powers.

But the vile inhabitants of the dungeon have their own mysterious powers, too.

Step by step, you'll explore the depths...

GAMEPRO HOT TIPS HOTLINE
1-900 446-8477
EXT. 6639
4 FOUR PLAYER GAME
Official Nintendo Seal of Quality

2008 TUBE ACTIVATED!
TEMPLES ARE ON THE FIRST, FIFTH, AND TENTH LEVELS!
(PRESS 'A' TO CONTINUE)
SWORDS and SERPENTS™
4 FOUR PLAYER GAME
Acclaim entertainment
Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

gaining strength, experience, weapons, spells and armour. Down you'll go-through 16 levels of adventure-each one packed with fabulous treasures, demons and dangerous monsters-you'll even discover the secrets of the Zoom Tubes.

Until, at last, you confront the evil Serpent, coiled and writhing, waiting to strike. Will you finally end his reign of terror... or just be another one of his victims?

Acclaim™
entertainment, inc
Masters of the Game™

Swords & Serpents™ is a trademark of Acclaim Entertainment, Inc. © 1990 Interplay Productions, Inc. Acclaim™ and Masters of the Game™ are trademarks of Acclaim Entertainment, Inc. Nintendo®, Nintendo Entertainment System® and the official seals are trademarks of Nintendo of America Inc. © 1990 Acclaim Entertainment, Inc. All rights reserved.

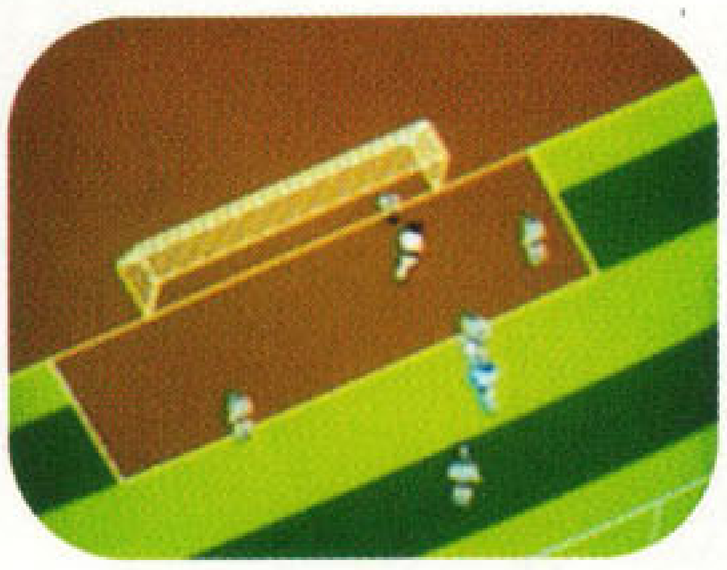
Soccer America
JALECO
Wilson
GOAL!
Official Nintendo Seal of Quality
Nintendo
Nintendo Entertainment System

KICK IN WITH GOAL! AND SUPPORT THE U.S. SOCCER TEAM AND YOUTH SOCCER ASSN.
DETAILS ON GOAL! BOX

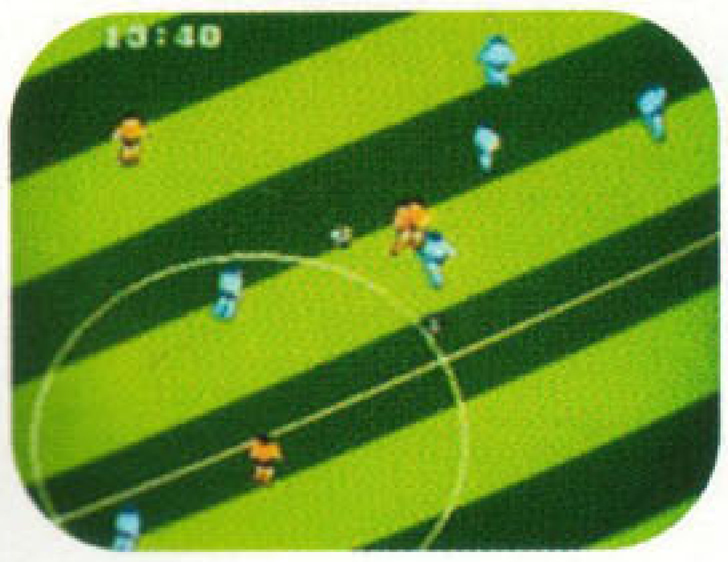
Sudden Death.

If you thought soccer was a game for the rest of the world, here's America's answer. A fanatical crowd, a full team of 11, and action so precise, so powerful, so *awesome*, you can almost taste it. Win or lose, one thing's certain: GOAL!™ will win you over.

At your favorite video game store now!



OFFSIDE
JALECO



FROM THE MAKERS OF "BASES LOADED"
JALECO
GOAL!
Wilson
Official Nintendo Seal of Quality

Official Nintendo Seal of Quality

JALECO™

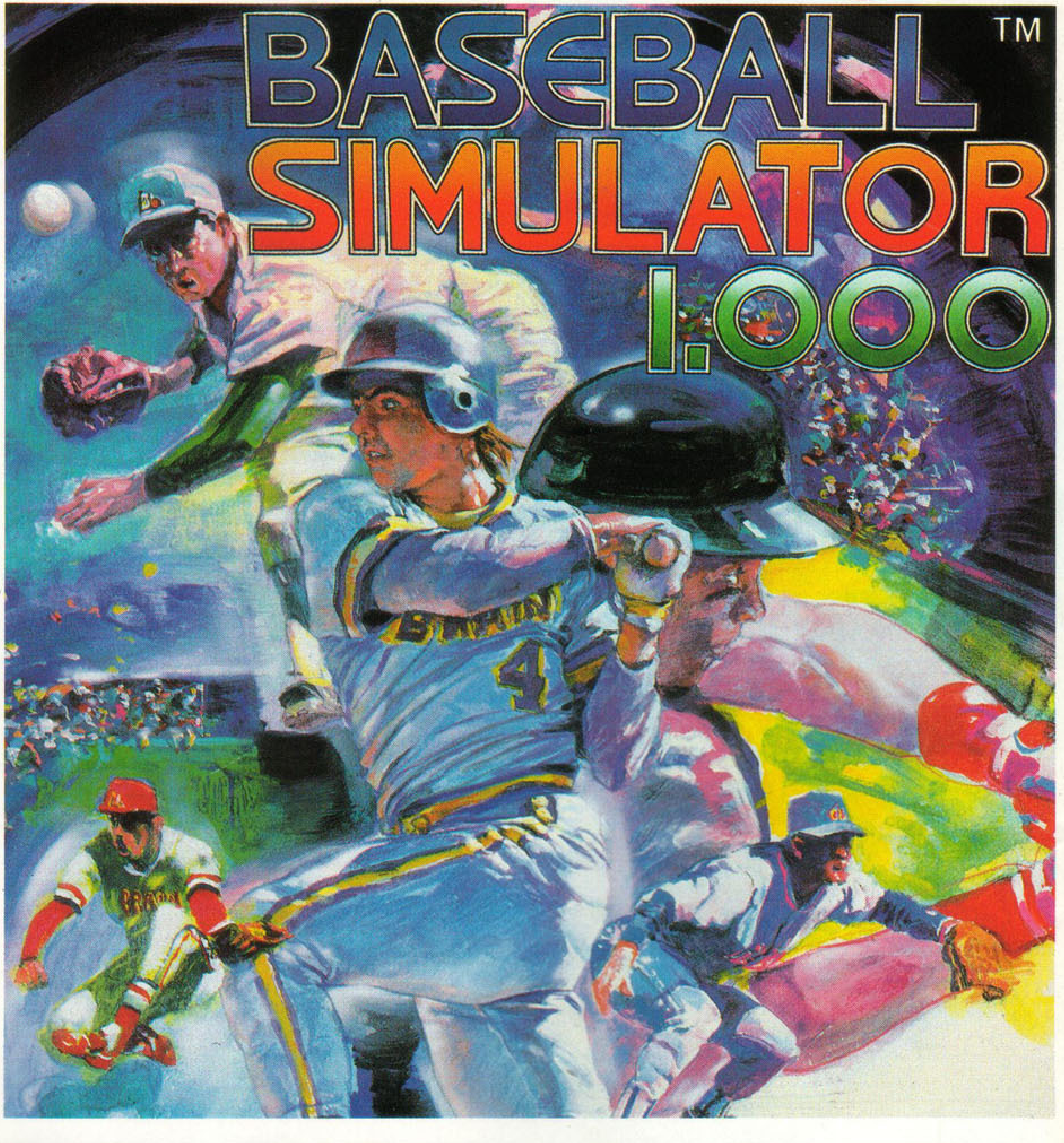
**Serious sports.
For serious players.**

Jaleco™ and GOAL!™ are trademarks of Jaleco USA, Inc.
Nintendo® and Nintendo of America® are registered trademarks of Nintendo of America. © 1990 Jaleco USA, Inc.

Official Nintendo Seal of Quality

THE PERFECT SIMULATOR

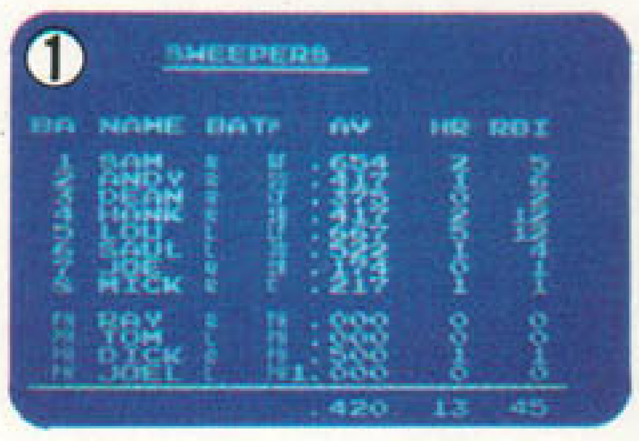
Only Baseball Simulator 1.000 lets you play ball any way you want it. It's fully programmable baseball unlike any other game.

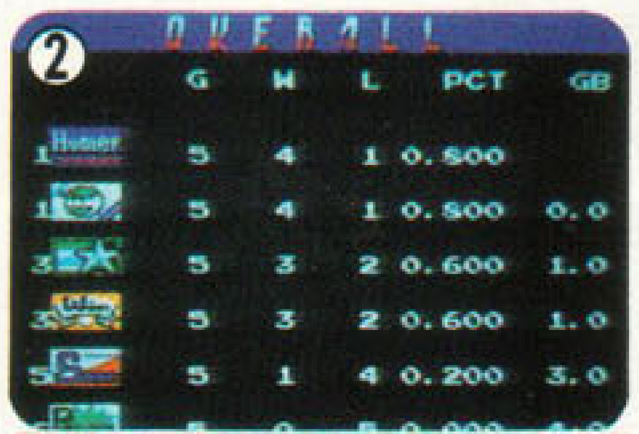

BASEBALL SIMULATOR 1.000 TM

Complete Editing
Start with a full team of 12 batters and six pitchers. Then, you decide what kind of team to make. Enter the exact stats you want for a winning team. Use the latest major league stats, make an all-star team, even enter yourself as the star. With six programmable teams, you'll have a whole league of your own.

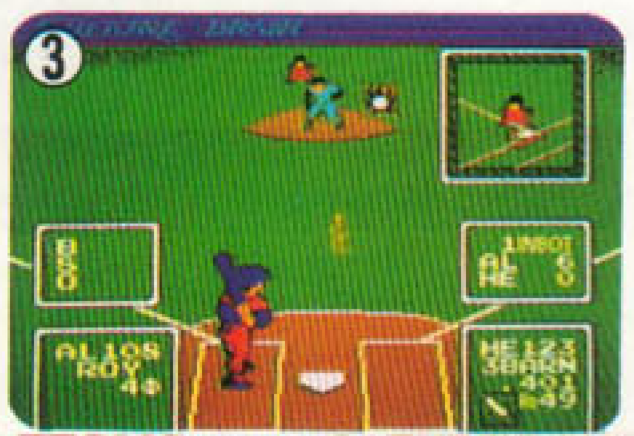
Intense and Realistic Action
Make a team of quick runners for a fast-paced game. Create players with awesome power for an all-out Home Run Derby. Or give your team the hottest hurlers for an intense pitching game. No matter what kind of game you want to play, it's all possible.

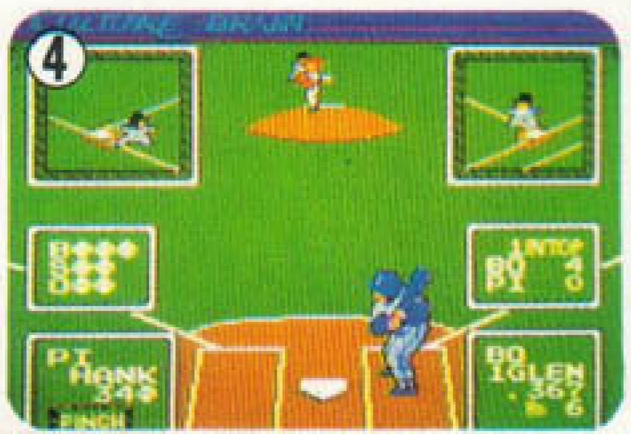
Televised Season Simulation
With the Full-Auto Season, you can play out a continuous season and watch your team from game to game. Even individual players can be tracked with full stats and top-10 rankings. Go for the triple crown!


①
SWEEPERS
BA NAME BAT AV HR RBI
SAM
ANDY
DEAN
HANK
LOU
SAUL
JOE
MICK
RAY
TOM
DICK
JOEL
.420 13 45



	G	W	L	PCT	GB
1	5	4	1	0.800	
1	5	4	1	0.800	0.0
3	5	3	2	0.600	1.0
3	5	3	2	0.600	1.0
5	5	1	4	0.200	3.0





① FULL EDITING FOR UP TO SIX TEAMS.
Play ball with your favorite major league stars, heroes from the past, fantasy leagues - even enter yourself as the star! Enter team and player names, and all the important stats for your very own team.

② A COMPLETE, SIX-TEAM, 165-GAME PENNANT RACE.
Play a full length season with six teams, for 5, 30, 60, or even 165 games. Follow the teams and players through the season - monitor their stats, even get top-10 rankings in batting and pitching.

④ FULLY AUTOMATIC SIMULATION.
Simulate a full season based on statistics. The season can be played automatically, while you can enjoy following a team through its games. And by editing team and player abilities, it's a full-auto simulation game.

③ THE HILARIOUS FEATURES OF ULTRA PLAY.
Add a whole new dimension of fun to baseball with the wacky Ultra Plays. Throw pitches that disappear or speed up in mid-air. Fight back with hits that explode or knock out the fielders. And catch them by leaping hundreds of feet in the air. With the six teams of the Ultra League, you'll play baseball like it's never been played before!

Nintendo
LICENSED BY NINTENDO FOR PLAY ON THE ENTERTAINMENT SYSTEM
BASEBALL SIMULATOR 1.000
CULTURE BRAIN TM
Official Nintendo Seal of Quality

Culture Brain™ and Baseball Simulator 1.000™
are trademarks of Culture Brain U.S.A., Inc.
TM and © 1989 Culture Brain U.S.A., Inc.
All rights reserved.

Nintendo LICENSED BY NINTENDO FOR PLAY ON THE ENTERTAINMENT SYSTEM

NINTENDO® AND Nintendo ENTERTAINMENT SYSTEM® ARE TRADEMARKS OF NINTENDO OF AMERICA INC.